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GEXX

GAME BOY XTREME MAGAZINE

EXCLUSIVE REVIEW!

STAR WARS:

JEDI POWER BATTLES!

The Force comes to the Advance, but can it take on The Dark Side and win? Find out with our exclusive review...

REVIEWED!

TONY HAWK'S PRO SKATER 3

The Hawkster returns to the GBC with another devastating skate sim! Check out our hot review...

ON A ROLE...

Two eagerly-awaited RPGs arrive at once, but which is best, Golden Sun or Breath of Fire? Find out inside...



HARRY POTTER and the Philosopher's Stone

ON THE VIDEO!

ON THE VIDEO!

ON THE VIDEO!

PLUS...

- Harvest Moon 3
- Power Rangers: Time Force
- Super Bust-a-Move
- Creatures
- Star Wars: Jedi Power Battles
- Army Men: Operation Green

Card-e-Reader!

Is this ace Advance gadget the future of trading cards? We blow it wide open!



Golden Sun!

Is this the greatest RPG ever? Find out why it shines so brightly.



Reviewed! Both the Advance and Color versions of Harry Potter's handheld debut!

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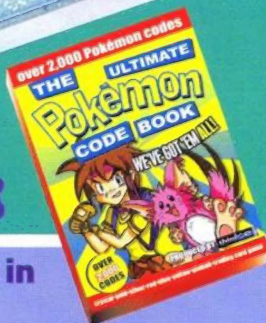
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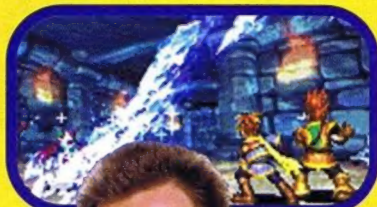
LOCK 'N' LOAD



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Is this the greatest 2D RPG ever? Find out on Page 30...



18 Star Wars: Jedi Power Battles

The Force is with this game. Take the battle to the Empire on Page 18...



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Our biggest ever issue is packed to bursting with great Game Boy games...

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THE FIRING LINE



Hard-hitting happenings from the world of the Game Boy...

SAKURA SAYZ

Hey readers! Guess what? It's January, Christmas is over and there's some serious Game Boy bargains to be had in the sales. But there's more to getting dinky deals than just rootin' around in the bargain

bins. This month our resident skinflint Simon Brew trawls the streets of Birmingham for brilliant bargains, and has a dig-around on the Internet too. Check out his feature on Page 14 – you could save yourself a bob or two. Other highlights include full reviews of two spectacular Advance

RPGs, Golden Sun and Breath of Fire, a surprising verdict on Tony Hawk's Skateboarding 3 and, of course, those sizzling Star Wars guys return in Jedi Power Battles. It's already shapin' up to be a great year for the Game Boy gang...

Sakura

POKEMON MINI LAUNCHES IN STATES



It's new, it's cute, it's cuddly and it's already on the shelves in America. It's *Pokémon Mini*, and it's coming to these shores in the Spring. Anyone who still has a Pocket Pikachu will instantly recognise the design, but the *Pokémon Mini* is a far more versatile beast. Instead of just offering set mini-

games, the *Pokémon Mini* is a cartridge-based system. Don't expect a miniature Game Boy, though. It's black and white, and has nowhere near the resolution of the GBC. It's a cheap 'n' cheerful way of spending that five-minute bus trip rather than a serious mobile gaming tool. The console itself is much smaller than a Game Boy. It boasts three buttons (two on the front and one on the side) as well as a directional pad. There's an infra red sensor which allows it to communicate with GBCs and other *Pokémon Minis*, and also a sensor built into the unit. When clipped to your belt this can act as a pedometer (an instrument for recording how far you've



walked), but is also used in several current and planned games. The unit comes supplied with a *Pokémon Party Mini* game cartridge, but *Pokémon Pinball Mini*, *Pokémon Puzzle Collection*, and *Pokémon Zany Card* are planned for the near-future.

Mini Madness

Pokémon Party Mini is, unsurprisingly, a compilation of mini-games starring those pocket monsters. *Pikachu's Rocket Start* is a test of reflexes – hit the button at exactly the right moment and Pikachu wins the race. Great for practising your



Mario Kart turbo-starts! *Slowking's Judge* has you making a series of tennis line calls, checking whether a rapid succession of balls are in or out, and *Chansey's Dribble* has you walking a ball into the net without letting it slip. *Bellossom's Dance* has you repeat a series of ever-lengthening button presses *Bust-a-Groove* style, and *Sneasel's Fake-Out* is basically an electronic version of Scissors, Stone and Paper. As it



only works with two players on two game systems, we wondered why they bothered – why not just make the hand gestures like everyone else? Other treats include a multiplayer battle where you compete on any of the games and then swap scores, and *Celebi's Clock*, a clock and stopwatch device. *Pokémon Mini* hits these shores in Spring 2002, but no price has yet been set.



SPEEDBALL II: BRUTAL DELUXE

Bone-crunching future sports...

We've told you about this one before, and even featured it on the video, but we thought you'd like a peek at these brand-new screens. The Advance version of *Speedball II: Brutal Deluxe* is based on the 1990 original, but developers Crawfish plan a range of enhancements too. While the graphics and gameplay stay faithful to the original, additional features include multiple teams, players and personalities, additional gameplay modes and a four-player link up mode.

"With its vastly-improved graphical abilities, the Game Boy Advance is the perfect system to rediscover *Speedball II*", said Mike Merren, Director of Development at Crawfish Interactive. "As one of the most inventive titles the videogames industry has ever seen, there's a certain timeless aspect to *Speedball*'s gameplay. It's one of those memorable games that gets the basics just right - easy to play, difficult to master."



DARK ARENA

ADVANCE PREVIEW

How's the latest FPS to hit the Advance measuring up?



Dark Arena is hard on their heels and due early this year, but will it beat any of them in a deathmatch?

Taking the role of Special Operations Officer Bradshaw, you blast through hordes of mutated organisms and solve puzzles in your daring escape from the dreaded *Dark Arena*. There's nine powerful weapons to choose from, a deathmatch-style scrap for up to four players and even

multiplayer co-operative missions. Compared to *Ecks* or *Doom*, the graphics in *Dark Arena* look somewhat

bland, but with a FPS you really have to see them move before you can judge. The monsters certainly look fearsome, and that's half the battle won...



BackTrack was first. It did a fair job of bringing the first-person shooter to the GBA, but only really shone as a multiplayer game. No such problems with *Doom* and *Ecks Vs Sever*, who offered such blisteringly-different thrills it's worth buying both (but *Ecks* first). THQ's



FAAAALL IN!

As the Jedi storm the Advance with a great conversion of *Power Battles*, we ask the team which was the best *Star Wars* film and why...



IAN OSBORNE

The whole saga is over-rated, but the original is best. *Empire* failed to expand on the first film, *Return of the Jedi* was a two-hour advert for the toys and *Episode One* introduced too many concepts it failed to explore or even explain.



JAMIE WILKS

Without a doubt, *Return of the Jedi*. It's got the best spaceship battle scenes out of all four *Star Wars* films so far, plus the Luke vs Vader light Saber shenanigans. Carrie Fisher not wearing much at the start is a nice touch too (ahem).



JOHN HAGERLY

Star Wars - Schmar Wars. Pile of putrid gannet droppings if you ask me! Oh yes, dear readers, you've just met the one and only computer geek/gamer who doesn't like *Star Wars* at all. And yes (sigh), I do like beer, foxy and girls - just not *Star Wars*, OK?



SIMON BREW

The best one? *The Empire Strikes Back*. Why? Good question. The most overrated set of movies in recent memory in my opinion, and the last one was simply a two hour waste of my time. Er, do you want me to calm down a bit now, boss?



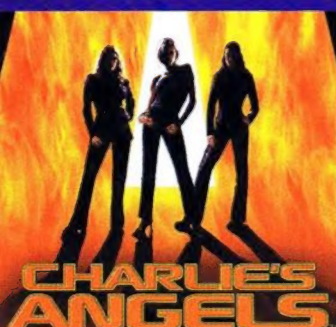
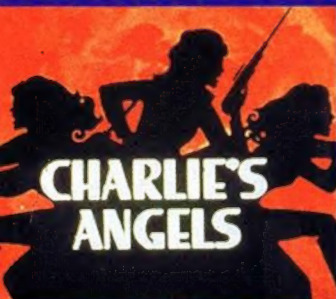
OLIVER LAN

The Empire Strikes Back, of course. It's good to see the bad guys do well for a change. It's got that "I am your father" moment, and it doesn't have those blasted Ewoks in it. Go, Vader!

CHARLIE'S ANGELS FLY ONTO GBA

Ubi Soft is to bring those delectable detectives Charlie's Angels to several consoles next year, including the Game Boy Advance and GameCube. An exclusive deal gives Ubi the rights to produce games based on the original 1970s cheesy TV show and also the film from a couple of years ago.

"The Charlie's Angels games enables us to attract a broad audience", explains Ubi Soft's Yves Guillemot. "The series is enormously popular with the over-25 age group. And the licence lends itself particularly well to the videogame medium". Bet the babes look good on the box too.



MONSTER RANCHER 2 GO!

ADVANCE PREVIEW

Tamagotchi meets Gladiator?

The *Monster Rancher* series is incredibly popular on the PlayStation, and it's now coming to the GBA. In a nutshell, the gamer plays a monster trainer who must create creatures by breeding existing ones, then bringing up his new monster, looking after its needs and training

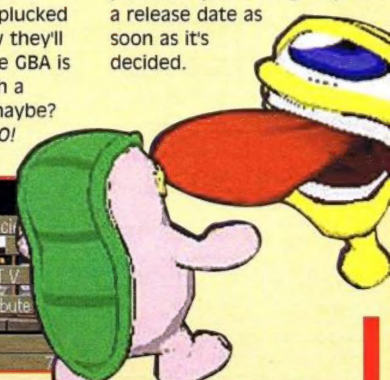


it for battle. You can then enter the arena of combat and fight gladiator-style battles with other monsters. One of the PSX games' best features was that you could spawn a new monster from a music CD. Just pick the relevant option in the game and swap your game disc for a music CD and *Monster Rancher* created a new



monster for you, with its stats based on code plucked from the tracks. How they'll reproduce this on the GBA is anyone's guess - with a GameCube link-up, maybe? *Monster Rancher 2 GO!* Hasn't got a UK

publisher yet. We'll give you a release date as soon as it's decided.



ATARI ANNIVERSARY ADVANCE

ADVANCE PREVIEW

More retro raves from the graves...

Yes folks, it's another retro compilation, this time from Infogrames and featuring six Atari classics from the late '70s and early '80s. The games in question are *Asteroids*, *Battlezone*, *Centipede*, *Missile Command*, *Super Breakout*, and *Tempest*.



We presume this is a 20th anniversary pack, though if so, it must be pretty loosely defined. *Atari Anniversary Classics* hits the shelves in America in March, and will carry a lower price point. If it comes out over here (which it probably will) we hope we get the saving too.



ADVANCE RALLY

ADVANCE PREVIEW

Mud and exhaust fumes on the GBA...

From the same stable as *Advance GTA* comes *Advance Rally*, another real-world racer to test your driving skills. *Advance Rally* features all the thrills and spills of the sport. There are 23 cars to race over 24 tracks from 14 countries. Weather effects include snow, rain, ice and mud. An accurate suspension model gives that 'bumps and jumps' feel, and there's even a voice-sampled co-driver. Although it hit the shelves in Japan just after this issue was put to bed, there's still no publisher or release date set for the near-inevitable UK release, but perhaps THQ will snap it up again.



MORTAL KOMBAT ADVANCE

Blood and violence on the Game Boy Advance...

ADVANCE PREVIEW

When it comes to beat-'em-ups, the GBA packs a mighty punch for such a small console. The latest fistfighter to kick and claw its way onto the machine is *Mortal Kombat Advance*, which Midway announced a while ago but have only

now released some shots. Judging by the said shots, *Mortal Kombat Advance* is going to be a very faithful conversion of *Ultimate Mortal Kombat 3*. As you can see, the blood and guts are there, as are the fatalities and other finishing moves.

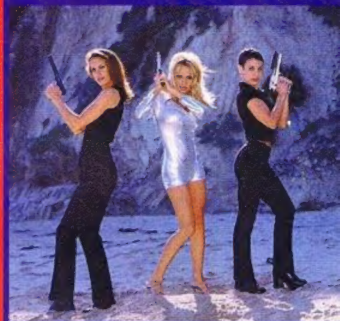
Mortal Kombat Advance is due for release on 22nd February, but it's out in December in the States, so you might get it sooner on import.



PAMMY COMES TO THE ADVANCE

She's big, she's bold and she's coming to the Advance. She's Pamela Anderson, and she's starring in *VIP*...

Based on the TV show of the same name, *VIP* sees Pammy playing Valerie Irons, a female bodyguard running her own agency in California. The programme's pretty tongue-in-cheek, so don't expect the game to be over-serious. *VIP* has already appeared on the Color, and to be frank, it stank like a rancid fart. Hopefully the Advance game will be better. We'll find out in March.



INVADER

ADVANCE PREVIEW

It's time to save the world from the alien scumbags - again!



previewed

last ish as *Fire Eaters*, has also been snapped up by Xicat Interactive and will go by the equally-original moniker *Black Belt Challenge*.



We looked at this one last month, but under a different name. *Kaisertal*, Dutch publisher Lost Boys' space-based shoot-'em-up, is to be published in the UK by Xicat Interactive. It now goes by the devastatingly-original moniker *Invader*, and hits the

shelves this Spring. *Invader*, an original GBA title, takes its inspiration from Eighties blasters such as *Xenious* and *Xenon*. It features four game modes, including a two-player battle. Lost Boys' other Advance title, the beat-'em-up



MONSTER JAM ON GBA

Ubi Soft is bringing the world of monster trucks to the Game Boy Advance. *Monster Jam* is due out in 2002, and is licensed from an American TV show about monster truck racing.

Scandinavian developer Unique Development Studios has been given the job of bringing the game to life, and as they were responsible for the *World's Scariest Police Chases* series on the PlayStation, they've plenty of high-speed experience to draw on.



BACKWARDS-COMPATIBILITY?

Here at GBX, we can hardly believe this one. Apparently, there are TWO Spectrum emulators in development for the Game Boy Advance, both of which can be downloaded free on the Internet. They're called *FooN* and *The Hive* respectively. No, really! Check out <http://www.codepuppies.com/~ben/sens/gba> or <http://zxadvance.gbaemu.com/> if you don't believe us. For those too young to remember, the Sinclair ZX Spectrum was a computer released in 1982. It was extremely popular in the Eighties, despite loading games from audio tapes – it took around five minutes to load a game. In its day it was a powerful machine, but time has moved on – the Spectrum (or Speccy to its pals) has less graphical wellie than the Game Boy Color. And even when the emulators are finished (they currently run too slowly), all you can do with them is run them on a PC using a Game Boy Advance emulator. So what's the point when the PC already has Spectrum

emulators? Your guess is as good as ours...



GRIN AND BEAR IT...

There's a Muppet coming to the GBA. Well, not exactly a Muppet, but it's definitely one of Jim Henson's puppet creations. *Bear in the Big Blue House*, the children's television series, is getting the Advance treatment courtesy of Ubi Soft. Sounds like one for the kids...



JONNY MOSELEY MAD TRIX

The Advance goes on the piste...

Last issue we told you *Jonny Moseley* was coming to the Advance, and that we'd have some screenshots this ish.



Well for once, we've kept our promise – here they are... Jonny Moseley is one of the most dynamic American contenders for Olympic gold in the 2002 Winter Games. Moseley won the gold medal at the 1998 Winter Olympics in Nagano, Japan, for the freestyle mogul event and came

home a national hero. In 2000 Moseley won the Freeze US Freeskier Slopestyle event, as well as a silver medal in the 'Big Air' event at the 1999 Winter X-Games. Moseley has revolutionised skiing by bringing a non-traditional, 'extreme' style to the Olympics and became world famous for his trademark jump, the 360 mute grab. Sounds like ideal material for an

ADVANCE PREVIEW

Advance game. 3DO certainly think so – *Jonny Moseley Mad Trix* is due next month.



INTERNATIONAL KARATE ADVANCED COMPETITION

International Karate Advanced packs a mean punch. Based on the Archer Maclean classic that first saw action on the Commodore 64, IK Advanced features three-way battles, souped-up AI and great bonus rounds. What's more, if you're good, you might get the highest score and bag yourself a £10,000 prize! Check last month's mag for details on that one.

If all this wasn't enough, we've got five copies to give away. To stand a chance of winning, just answer this simple question:



Q Which of the following is NOT a real martial art?

A Karate

B Judo

C Flower arranging

When you think you know the answer (and if you can't work it out, you're for the chop), ring our Competition Hotline or enter on our website and leave your FULL name and address.

09064 774478

Or enter online at www.gbxtreme.co.uk

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 2nd January 2001 and close at midnight on 6th February 2002. The editor's decision is final and no correspondence will be entered into.

NEXT GENERATION TENNIS

ADVANCE PREVIEW

Anyone for tennis?

Just in time for Wimbledon comes *Next Generation Tennis (NGT)*, which is heading for the GBA in May. Dedicated to tennis and sports simulation fans, *NGT* allows gamers to play one of ten licensed players (women and men) in singles or mixed doubles matches in several different game modes, including Arcade, Career and Training. Look out for nine



tennis courts with four different surfaces (clay, grass, concrete and synthetic), and two hidden courts to be unlocked. Real ball

physics react accurately to the playing surface. A multiplayer mode allows up to four players to play simultaneously through one cartridge. Hurrah!



MARY-KATE & ASHLEY: CRUSH COURSE

COLOR PREVIEW

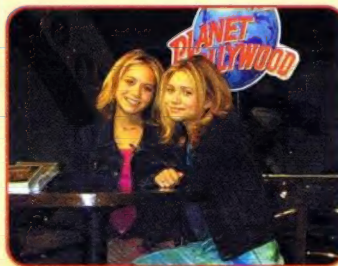
The giggly girls return to the smallest screen...

Fans of real-life sisters Mary-Kate and Ashley Olsen will be pleased to know they've another Game Boy Color game on the way. *Mary-Kate and Ashley: Crush Course* is already out in America, where the Olsen girls are huge, and is likely to make it over here for the New Year. Class is now in session! Lost in the land of lockers are the missing pieces of an admirer's torn note. And like most admirers, the identity of this one is hopelessly secret.



But the clues to unlocking this mystery are just an adventure away. So, hit the halls, complete

super-cool challenges and help Mary-Kate and Ashley find their secret admirers! If you like mini-games and can watch giggly American teenagers without puking, this may just be your thing.



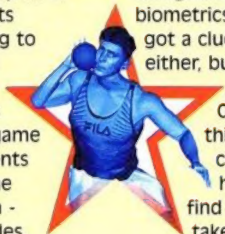
FILA DECATHLON

ADVANCE PREVIEW

Ten events. Two Fingers. One goal...

Remember those old athletics games where you controlled your athlete by rapidly pressing a pair of buttons? Remember the rat-at-at as you ran, hurdled, threw, swam and whatever else you needed to do to win the events? Well, the spirit of *Track & Field* and its offspring is coming to the GBA with *FILA Decathlon*. Given the title, it's unsurprising the game offers the ten events associated with the Olympic decathlon - 100m, 110m hurdles, long jump, high jump,

javelin, shot put, discus, pole vault, 400m and 1500m. According to its publisher THQ, 'behind-the-scenes physics ensure the game combines the classic and much-loved button-bashing gameplay alongside advanced biometrics'. No, we haven't got a clue what this means either, but *Carl Lewis Athletics* on the GBC proved that this style of game can work well on a handheld. We'll find out if *FILA* can take the gold in a couple of months.



POWERPUFF GIRLS FLY ONTO THE ADVANCE

The Powerpuff posse's back on the Advance, and this time they mean business. *Powerpuff Girls: Chemical X-Traction* hits the shelves next month, courtesy of Bam! Let's hope it's not pants like every other Game Boy Powerpuff Girls effort.

FIVE COPIES OF RESIDENT EVIL GAIDEN MUST BE WON!

What a game! Resident Evil Gaiden is one of the greatest Game Boy Color action thrillers of all time, scoring a sizzling 92% in last month's issue. It gives you all the blood-soaked carnage you'd expect from a Resi game, and it's exclusive to the Game Boy Color. You won't see Barry Burton's adventures aboard the stricken Starline cruise ship on any other machine! What's more, we've got five copies to give away! To stand a chance of winning, just answer this simple question:

Q: Which of the following is a Resident Evil character?

- A:** Prince Philip
- B:** Lilly Savage
- C:** Barry Burton

When you think you know the answer (and even a zombie could get this one right), ring our Competition Hotline or enter on our website and leave your FULL name and address.

09064 774484

Or enter online at www.gbxtreme.co.uk

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 2nd January 2001 and close at midnight on 6th February 2002. The editor's decision is final and no correspondence will be entered into.

SHEEP

The woolly wonders are baaaaaaaack!

Sheep reviewed pretty well on the PlayStation, but sold about a dozen copies. Perhaps the Game Boy Advance is a more natural home for this hot *Lemmings*-like puzzler.

Sheep is a pick-up-and-play game where you play a shepherd and must lead one of five incredibly-stupid breeds of sheep through 16 levels of ever-increasing distraction to the UFO pick-up point.



The developer has turned the whole concept of Artificial Intelligence completely on its head to present the world with –

wait for it

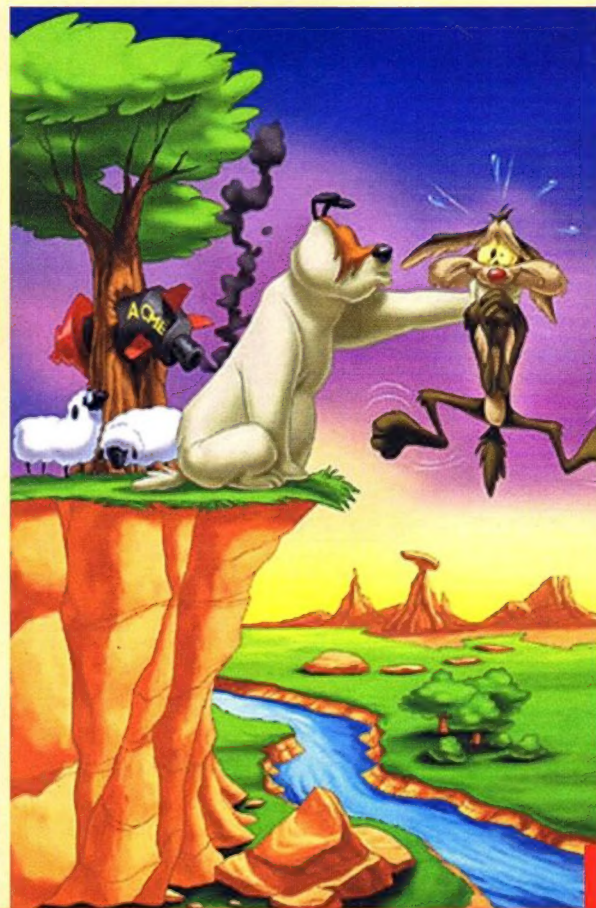


– Artificial Stupidity! The computerised sheep behave as unpredictably, irrationally and as downright stupidly as their natural, eating, breathing, methane-making cousins. You've got your work cut out guiding them through the various hazards and pitfalls the game throws at you.

Sheep will bleat its way onto the Advance in April.



ADVANCE PREVIEW



OVERSEAS NEWS

Sakura's back with more happening carts from around the world...

Y'know readers, the Japanese love their robots. They have robot everythin', from animals to armies, from toys to, erm, I don't know what. But if it's vaguely robotic, you can bet it originated in Japan. This is certainly true of **Toy Robot Force**, a neat little Advance blaster in which you protect your city from hostile invaders. Your robot takes to the air, shooting flying foes and bombing ground-based baddies. Remember *Dragon Spirit*? Well, it's like that. To be honest, the Japanese text is quite frustrating, especially in the sections where you modify and re-arm your droids. Still, if you don't mind having to work these things out for yourselves, it's a blast.

Buyin' the Farm

At the time of writin', no UK publisher has snatched the rights to the GBC's **Harvest Moon 3**, but it's already out

in the States. In case ya don't know, the *Harvest Moon* games are sizzlin' RPGs based on - farming! That's right, farming. In the third game, the Mayor of your grandfather's town has a problem. Someone wants to turn your family's farm into a

landfill tip, and the village doesn't have the dosh to buy it first. Only you can save it! In *Harvest Moon 3* you play a boy or a girl, and the other

character's ya partner! You can even get married! There are pets to find, more shops, more side quests and more sub-games, including a snowboarding section. There hasn't been a really great American football game on the Advance to date, but **Madden NFL 2002** almost breaks the mould. Only almost, mind. It gets the basics right. Electronic Arts wisely based the game on the Mega Drive and SNES

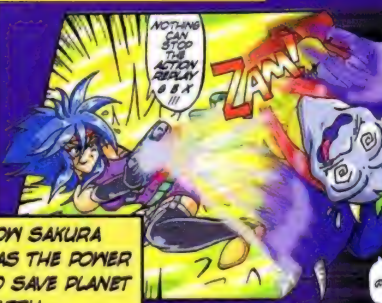
versions, which wowed in their day and look great on the small screen. In fact, the single-player game plays really well, but there's no two-player mode at all. How stupid can you get? If *Madden NFL 2002* let you link up and take on a mate, it would be a world-beater, but as it stands, I'd wait until next year.

Sakura



HAI TAKING THE EARTH AND A PIECE OF THE HEAVENS CAGE

DATLATA CITY THE TOO DISTANT FUTURE



NOW SAKURA
HAS THE POWER
TO SAVE PLANET
EARTH.



ACTION REPLAY GBX

INPUT NEW CODES!

ACTION REPLAY

SELECT GAME

Castlevania: Circle of the Moon
ChuChu Rocket!
F-Zero: Maximum Velocity
GT Advance
Konami Krazy Racers
Kuru Kuru Kururin



SELECT CODES

- ✓ Infinite Health
- ✓ Infinite Lives
- ✓ Have all Keys
- ✓ Level Modifier

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Ready 2 Numb! Round 2
Super Mario Advance
Moto GP
Harry Potter - Sorcerer's Stone

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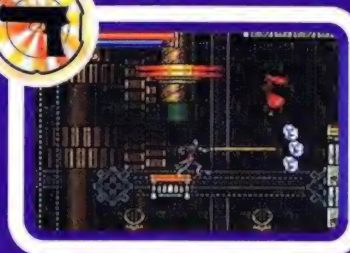
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BARGAIN HUNT



Want some great games without spending a fortune? There's some great savings to be made if you know where to look, so GBX's resident tight wallet Simon Brew maps out the bargain trail...

The month before Christmas may not be the best time to go hunting for a cheap game, but we're absolutely determined to prove Game Boy gaming isn't all about £35 price tags. And besides, as the boss had promised me a Christmas bonus should I

come back with anything special, the incentive of seeing Osborne dip into his moth-laden wallet was all I needed. So one late November day, off I trotted round Birmingham city centre, determined to find some cool deals. Unfortunately, I first stopped off at Woolworths. Now the trick here is to hunt out the bargain bin and have

a root through. No chance. Every single game was full price, no exceptions. To be fair, Woolies are usually quite good in sale time, but this was still not what we wanted to see. The in-store selection of titles was quite poor too, although we did encounter one of the staff frantically restocking the videogame shelves.

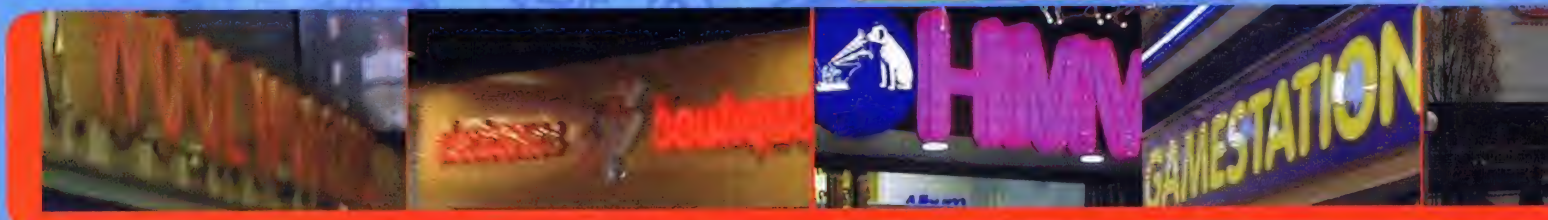


Branching Out

Just across from Woolworths was a branch of Electronics Boutique, and this was significantly more promising. We should point out this was by far the smelliest shop we went into, and never have we encountered so much BO in such a small space (apart from at Villa Park, of course). Nonetheless, it was worth enduring, particularly for Game Boy Color owners. We dug out copies of *X-Men Mutant Academy*, *Army Men 2* and *Vegas Games* for a cool

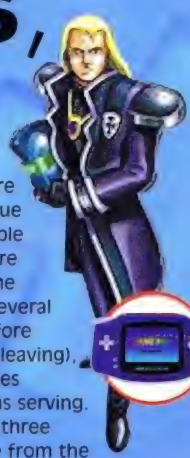
£14.99 each, with *Elmo's 1-2-3* for the youngsters at £9.99. Most other games were full price, but a good sale is promised for January, and Game Boy games will feel the benefit. Next up was HMV, which concentrates most of its console sections on the likes of PlayStation and PlayStation2. Unsurprising, then, that this too was quite disappointing, as they stocked the big titles

such as *Pokémon* and *Mario*, but aside from a couple of half-decent GBA console package deals, there wasn't much to get excited about. Unless you count a link cable for £4.99, of course.



ENTER

Good Prices, Bad Service



Gamestation
£6.99

Gamestation
£14.99

Gamestation
£19.99

Virgin/
Gamestation
£19.99

Gamestation
£16.99

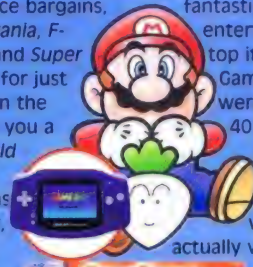
Gamestation
£19.99

Computer
Exchange
£12.00

The best prices we found on our travels were at Gamestation, a growing chain of computer stores selling new and second-hand games. A browse through the second-hand section found genuine Advance bargains, such as *Castlevania*, *F-Zero Advance* and *Super Mario Advance* for just £19.99 each! On the GBC, £6.99 got you a copy of *F1 World Grand Prix*, for £9.99 there was *Knockout Kings*, and in the 15

quid selection we unearthed *Mario Tennis* – and that's a serious bargain. Others we found included *Shrek* (£19.99), *Perfect Dark* (£16.99), *Spy vs Spy* (£11.99) and *Pokémon Blue* and *Yellow* (£12.99 each). For the price of one full-price Advance game you could have walked out with *F-Zero* and *Mario Tennis*, and guaranteed yourself some fantastic gaming entertainment (and to top it off, second-hand Game Boy Color units were selling for under 40 quid). However, every silver lining has a cloud, and we discovered this when we actually went to buy a

game. Despite there being a queue of nine people (and we were second in the queue for several minutes before upping and leaving), only one sales assistant was serving. There were three more visible from the counter, and they were happily chomping away on their McDonalds lunches, leaving the line going a fair way down the shop. A pity.



Still Shopping

A walk round to Virgin Megastore next, and the recently-refitted branch had plenty of offers on console games. Heck, we even found a few for the Game Boy. All the Advance games were full price (although if you bought one you got a voucher to use in January), although *Shrek* was down to £19.99 on Color. And, on the positive side, at least they had a good range of games to pick from. It seems a bit unfair

that every format except ours had some form on in-store promotion. Ho hum. Underneath Virgin Megastore is a branch of Computer Exchange. This is a store that prides itself on its range of second-hand product, and to be fair, there was a reasonable Game Boy selection. Particularly of note were some of the Advance

import games they had (all of which will work fine on UK GBAs), for instance *F-Zero Advance* for £22, and *Kuru Kuru Kururin* for a mere £12! Now that's a bargain. Plenty of choice for Game Boy Color owners too – *Metal Gear Solid* for £18, *Perfect Dark* and *Pokemon Blue* for £15 apiece, *Turok Rage Wars* for £12 and *Bomberman Quest* (albeit without a box) for a tenner. The snag is that this is the kind of place where the offers are there one day and gone the next. Still, at both Computer Exchange and Gamestation, you are

invited to trade in your old carts to get an even bigger discount. And so to our last two stops. Firstly, WH Smiths, where there were a few deals to be dug out. *Pokémon Trading Card Game*, for instance, was £14.99, as were *Jimmy White's Cueball* and *Konami's Winter Games*. All full price on GBA though, unfortunately. Dixons was last, and it offered 50% off the *Harry Potter* game if you bought a Game Boy Advance at the same

time. They also had *Mario Advance* for a fiver off, although that's all we could find in terms of GBA deals. Color owners fare better though, with *FA Premier League Stars*, *Rainbow Six* and – again – *Pokémon Trading Card Game* at £14.99, *Pong* for £9.99 and *Triple Play 2001* for a tenner.



The trick to getting a good deal on the high street is a willingness to shop around. By the time you read this, the sales season should be just kicking off, and we've got early word that suggests a fair few Game Boy deals are there for the taking. However, if you have access to the Internet, you'd be daft not to check out the deals online, as it was here we found the best deals.

amazon.co.uk

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GAME INFO Daikatana
Kemco

At A Glance
Submit a Review
See more by this manufacturer
E-mail a Friend About This Item

Our Price: £14.99

Platform: Game Boy Color
Availability: This title is currently on order. We are usually able to dispatch it within 1-2 weeks.

ASIN: B00004ZB7Z
Amazon.co.uk Sales Rank: 2,039

PA Minimum Age: 3

Recommendations

If you already own this item, you may be able to rate it and improve your recommendations.

Not Rated

Buy from Amazon.co.uk

Add to Shopping Basket (You can always remove it later)
(Please use this ordering method if you're redeeming a gift certificate)

OR USE 1-CLICK

Sign in to turn on 1-Click ordering.

Shopping with us is safe. Guaranteed.

Add to my Wish List
(We'll set one up for you)
View my Wish List

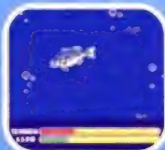
Top Hardware World Port GBX



Online

First thing to note is that the Internet is a great place to get discounts on brand-new games, which High Street stores very often don't offer. Harry Potter, for instance, was available on launch day for £26.49 including postage for the Advance version from Gamesstreet – nearly £10 off! You can routinely save a fiver off new games from many online stores, and you can head on over to a price comparison facility such as www.shopsmart.com or www.kelkoo.co.uk to get a head start. Online shopping really comes into its own when you go hunting for special offers, for we found some

superb deals on our travels. Gameplay, for instance, had plenty of games for sale under a tenner, including TOCA, Roland Garros French Open Tennis and Bass Master 2000, the latter two only £4.99 each including postage.



Standard Disclaimer

Bear in mind we took a snapshot of prices on one particular day, and when you toddle off to your local store, the prices may well have changed. If they have, fear not, because chances are most of the stores have simply added different special offers!

Top Bargain!



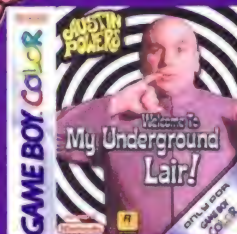
Mr Driller

Breaking the golden rule of keeping personal feelings out of this, I absolutely love Mr Driller, and think it's one of the best puzzle games of recent times. And Game Boy Color owners are in luck if they head over to Gameplay.com, for they've got the game for incredible £4.99 INCLUDING POSTAGE! We'll wait here for you while you nip off and order it...



Over at Amazon, the bargains take more seeking out (their chart of cheap deals was virtually empty), but they're there. Our favourite was the excellent Game Boy Color game Daikatana, weighing in at £14.99. That's excluding Amazon's quite high postage charges, though (yet they do sell link cables for just £2.99). Software First have a bumper selection of used games that are well worth exploring if you're hunting for some older titles, although the selection does vary a lot, and if cheap prices on new releases are what you're looking for, consider SimplyGames. However, one big advantage of the Advance is the fact

The Price



Software Bargain!

Here's a good one we stumbled across. Dattel's World Port GBX actually lets you send e-mails from your Advance or Color, as well as including an address book manager and other cool functions. And we found it ten quid off at www.d3world.com. Now that's a good deal...

"Check-It-Out" Then "Checkout"!



World Port GBX
For GB Advance
United Kingdom Version

*** SPECIAL OFFER ***

Was: £24.99

Now Only: £14.99

Availability: Out Now

This product is BOTH PAL and NTSC compatible. What does this mean?

will work in your console! With this in mind, it's worth taking a look at an Australian site called DVD Crave, where it's possible to get a brand-new console and still have a recent change from £70! Be warned when importing goods that anything over £18 in value is subject to extra charges from Customs. This tends to add around 20% to the cost of your purchase should Customs choose to impose a charge (and it's very hit and miss). There's a utility at www.xe.com/ucc that'll do all the currency conversions for you. Finally, a piece of advice. Shopping around can genuinely save you a fortune on your Game Boy games, and it's always worth hunting. But don't be fooled by the

likes of 492347 games on one cartridge or offers of its ilk – it really is money down the drain. It's often just piracy, where each level of a game is counted as an individual title! And one last thing – when you're bargain hunting, keep our directory at the back of the magazine at hand. Tosh is tosh, no matter how much you pay!

Simon Brew

is Right, But...

Austin Powers: Welcome to my Underground Lair
We found this for a mere £7.99 at **Gameplay.com**, but be warned. The price may be attractive, the licence may be tempting, but even at this price, *Austin Powers: Welcome to my Underground Lair* is money straight down the toilet. There's a lesson there – sometimes you really do get what you pay for...



On the Web

If you're shopping online make sure you look for hidden charges such as postage and packing. Be sure to find out when you'll receive your goods too. Here are a few sites to get you started:



Gamesstreet

www.gamesstreet.co.uk

Gameplay

www.gameplay.com

Software First

www.softwarefirst.com

Tesco

www.tesco.com

Amazon

www.amazon.co.uk

BOL

uk.bol.com

D3 World

www.d3world.com

Simply Games

www.simplygames.com

Gameswire

www.gameswire.com

Special Reserve

www.reserve.co.uk

DVD Crave

www.dvdcrave.com

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Home > Computing > Games & Consoles > Video Games > Search results

Price comparison results
Department: Video Games
Platform: Gameboy Advance
Title: Mario Kart Super Circuit

Refine your search

Search: Completed 7 products found in 6 shops found

Please click column headings to sort your search results

Sort by:	Product	Sort by:	Shop	Sort by:	Price	Sort by:	P & P	Sort by:	Total Price	More
Price	Mario Kart Super Circuit Strategy Guide: Home	Gameplay	View profile	£9.99	Free	£9.99	More			
Price	Mario Kart Super Circuit: Nintendo	Gameplay	View profile	£25.99	Free	£25.99	More			
Price	Mario Kart Super Circuit: Nintendo	Gameplay	View profile	£27.99	Free	£27.99	More			
Price	Mario Kart Super Circuit: Nintendo	Gameplay	View profile	£30.99	£1.00	£31.99	More			
Price	Mario Kart Super Circuit: Nintendo	Gameplay	View profile	£34.99	£1.64	£36.63	More			

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Game Boy Advance - Pokemon Crystal
RSP: AUD\$55.95
RSP Price: AUD\$53.95 inc. GST

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Currency Converter

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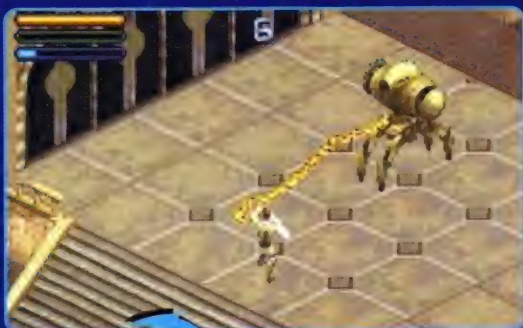
Remember, you're not up against the clock, so take it slowly and keep your guard up to avoid any nasty surprises.



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: THQ
TYPE: ACTION GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

STAR WARS: JEDI POWER

THQ goes *Star Wars* crazy in *Jedi Power Battles*. Jamie finds out if they've been using The Force to create a game that lives up to the *Star Wars* name...



The bosses are very varied.



Droids, Droids, Droids!

The massively popular battle and destroyer droids make a huge appearance in the game, and are brilliantly represented. It's just a pity they didn't put in any verbal reactions from the droids. Roger, roger!



Light Sabers. Don't you just love 'em? Well, you'd better do if you're going to play *Jedi Power Battles*, as Light Sabers are what this little baby is all about. Zi-zung! Zi-zung! Choosing your Jedi knight from Obi-Wan Kenobi, Qui-Gon Jinn or Mace Windu, you must travel through each of the game's ten levels, from the jungle planet of Naboo and its palace right through to Tatooine, before you can eventually face the mighty Darth Maul! The game uses a three-quarters-style isometric viewpoint, giving eight different directions from which the action can come at you. Bizarrely, the first level, the Trade Federation battleship, is actually one of the toughest and draws

attention to the fact that this main game perspective is not that great when it comes to judging the jumps. Prepare to curse loudly and throw your GBA around as you plummet to your untimely death time after time when it looks as though you should land perfectly on that platform yonder. Fortunately, there are very few points in the game where this is an issue and you only need do these tricky jumping bits once. The game also uses a side-on view at times, but fortunately this

view doesn't suffer from the problem at all. In fact, it makes you wonder why they didn't elect to use it for all areas that involve complicated jumping tasks.

May The Force be With You...

Using one button to parry, one to jump, one to thrust your Saber and one to slash with your Saber, you have a lot of control over your character. Depending on which character you select, various combos are available to you, as well as the ability to deflect enemy firepower and use it against them. This gives the game welcome depth to what could otherwise

have become a rather repetitive hack-and-slash affair between bosses and special enemies. Overall the game plays very well, with many fights being quite complicated when multiple enemies attack you in different ways and from different directions. It's not uncommon for you to have to deal with one droid trying to boot you off a platform to your death, whilst another two or three blast you from a safe distance. Full mastery of your Light Saber is needed to deal with these sticky situations, and the ability to effectively deflect enemy firepower without getting seriously injured in the process is a tool that takes some time to master, but is incredibly satisfying once you do. A couple of destroyer



These destroyers are well nasty.





To deflect enemy shots where you want, pull up your guard just before the shot hits you and then angle it in the appropriate direction. If you just keep your guard up, the shots can go anywhere.

REVIEWS



BATTLES



droids just rolled in? Go ninja with your Saber and whack their lasers into that group of battle droids over there!

Kill Jar-Jar Binks

Each level has a unique theme that poses new obstacles and enemies whilst following the storyline closely. The Trade Federation ship looks just like the one in the film. Bust into the palace on Naboo and you immediately recognise the décor. And the level of graphical detail doesn't stop there, with a lot of attention being paid to the character sprites.

Each of the numerous moves each character has is carefully plotted out for each of the game's eight facing directions, making the animation smooth and cohesive. Slice up a group of battle droids and watch as legs, arms, torsos and heads fly off in random directions to make pretty patterns on the floor! Each little piece of mangled droid artwork is totally different, seriously adding to the enjoyment of decapitating the critters! The sound is equally well done, with atmospheric background tunes to add to the feel of each location, and just listen to that Light Saber as you flash it about! Brilliant! Overall, *Jedi Power Battles* is a very nicely presented game

Use The Force!

The key to being a true Jedi knight is knowing how to use your Saber not only for attack, but for defence too. By using your Saber as a shield, you can slash out at your enemies with thrusting attacks between their assaults.



with lots to see and do. It does a superb job of being supremely playable whilst on the surface not really offering that much depth in its gameplay. This is a unique title that most gamers will enjoy and Star Wars fans will love.

Jamie Wilks



Choose Your Warrior!

Each of the three characters offers dynamic yet subtle differences. Obi-Wan is the youngest and most agile, with his attacks concentrating on speed. Qui-Gon is the real master, with his techniques being potentially better but harder to utilise. Lastly, Mace is the hard-hitter with the power attacks. Choose wisely, young warrior!



Ooof!

XTREME RATING

Uppers

- + Brilliantly simple.
- + Superbly playable.
- + It's Star Wars!

Downers

- A bit repetitive.
- Annoying jump thing.
- Only one game mode.

Summary

Well presented with bags to see, the only thing that prevents this from being a classic is the lack of alternative game modes.



87%

REVIEWS

GBX

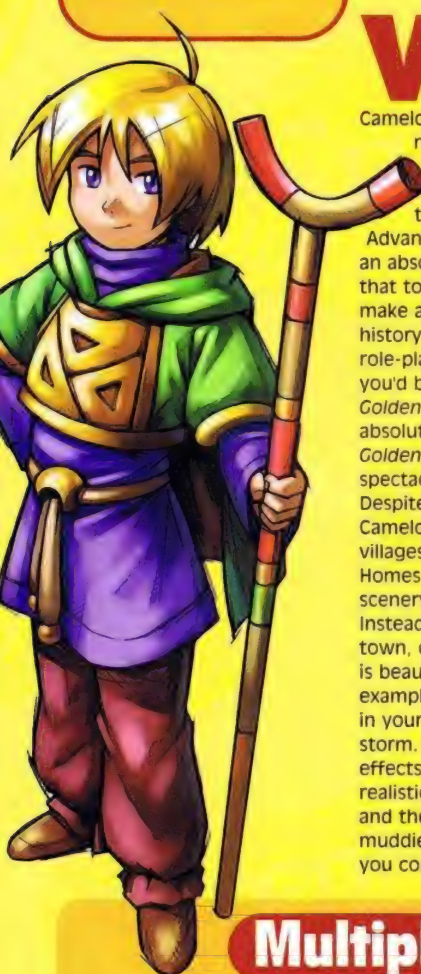
19



DAMAGE: ...
HP: ...
MP: ...
AD: ...
DEF: ...
SPD: ...
ACC: ...
CRIT: ...
ITEM: ...
SAVE: ...

GOLDEN SUN

A golden debut for Advance RPGs, or nothing new under the sun? Ian sharpens his sword and investigates...



Who would've believed it? Who would've believed Camelot, the developers responsible for *Mario Golf* and *Mario Tennis* on the Color, could turn their hands to an Advance RPG and produce an absolute stonker? A game that took well over a year to make and will go down in history as one of the best 2D role-players of all time? Well you'd better believe it, 'cos *Golden Sun* is here and it's an absolute corker! *Golden Sun* looks spectacularly gorgeous. Despite being a huge game, Camelot avoided making the villages look like a Barret Homes estate and the scenery look like LEGO. Instead, each and every town, cavern and wilderness is beautifully depicted. For example, you start the game in your home town during a storm. The rain and lightning effects are extremely realistic and atmospheric, and the overflowing, muddled river looks so good you could almost swim in it.



The Ground Force team has a lot to answer for...

Except it's overflowing and muddled. Monster battles are equally impressive, boasting special effects and magic strikes that wouldn't embarrass a PlayStation.

Live and Learn...

It's also well constructed. The adventure starts in your home town, where you rescue stricken villagers and

flee boulders dislodged by the storm. This part eases you into the game, taking you through its functions one by one. This 'tutorial' is totally invisible. It's seamlessly woven into the story, never breaking the spell by sticking out like a sore

battle wound. Likewise, when your path is blocked by falling boulders, it seems like a natural and valid hazard rather than the game's way of sending you where the plotline wants you to go. This is the sign of a good RPG. Even when it has to be linear, it never appears contrived. The speech doesn't flow quite as well, though. There's nothing much wrong with it, and it certainly doesn't suffer from the weak translation that curses many Japanese RPGs, but you're invited to answer some very stupid questions at times. I mean, why do you need to answer 'yes' or 'no' when asked if you were eavesdropping on another

character? You'd hardly say 'yes', and even if you did the outcome would be the same.

Axe Attack

The combat system is very similar to that found in

Multiplayer Melees

In what's surely a first for a handheld RPG, *Golden Sun* has a multiplayer mode. Yes, indeed - a multiplayer mode! If you have an Advance-owning mate who's also ploughing his way through *Golden Sun*, you can test your party's skills by linking up and taking on his band of merry adventurers. It earns you no benefits in the main game, but it's a nice touch all the same.



SUN



There must be a better way of cooking giant cabbages...

If our Psynergy runs out, Vale will be destroyed!

Isaac	Garet
HP 30	HP 30
PP 13	PP 13

Isaac	Garet
HP 19	HP 32
PP 13	PP 12



min appeared!

Early foes include a big-eared mouse who ate all the pies.

Camelot's other 2D RPG opus, *Shining Force*. It's turn-based, with the characters' and monsters' speed determining who strikes next. You can use

physical attacks (keep those swords sharp), psynergy (magic by any other name) and creatures called djinn you collect en route (the inevitable nod to Pokémon). Choose your target carefully. If your intended victim falls before you get to strike, your attack is not transferred to the next monster.

And the plot? I'm not going to spoil your fun by lifting the lid on where the story takes you – suffice to say it's a thrilling ride. There's always something going on, so even though the main storyline develops very slowly, you never feel you're treading water and killing time. No, every step of the way you're meeting new people, exploring new lands and finding out more and more about the world around you, which is just how it should be. There are one or two minor niggles. Using the same button to search and to access your status screen is annoying – try to examine something that's only for decoration and you get your stats instead. Also, there's no means of letting the battle run automatically instead of choosing an

option for each of your characters every round. This would've speeded combat up no end when fighting foes much weaker than you or delivering the coup de grace to already-sliced enemies. Compared to its strengths,

though, these are small potatoes. *Golden Sun* is set to become one of the all-time great RPGs, right up there with the better *Final Fantasy* games. Enough said.
Ian Osborne

A Shining History

Golden Sun creator Camelot was responsible for the acclaimed *Shining Force* games on the Sega Mega Drive. The first *Shining Force* arrived in 1995, with *Shining Force II* appearing the following year. Many believe it was these games that first got the RPG recognised outside Japan. They arrived in their day, but their graphics look primitive next to *Golden Sun*.



Look for the lady with the lamp...



Jenna attacks!
It takes 8 damage!



Had Watch it, pull Bow's you like it if I tried to run you over with a cart?

**XTREME
RATING**

Uppers

- + Long.
- + Stunning visuals.
- + Great construction.

Downers

- Occasionally asks stupid questions.

Summary

This is a fantastic game. It's Advance-only (hurrah!), and looks set to take its place as one of the best 2D role-players ever.



94%



Don't forget to use the L and R buttons to point the right way before you jump. It sounds obvious, but it's easily forgotten...



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: KIDNAMI
TYPE: RETRO UPDATE
NO OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP

FROGGER'S ADVENTURES: Temple of the Frog

Why did the Oli cross the road? Frog knows...



Frogger. Yes, Frogger. This one's for those who say all we get on the GBA are rehashes of old games. Of course, *Frogger* is a classic, but only in the sense where classic means really, really old. The cross-the-road-'em-up had some of the simplest gameplay ever, so if you're looking for a title to provide some of the sophistication

we're sure the GBA can do, you'd best keep waiting. That's not to say, this is a straight conversion of the 1981 arcade machine – it's been adapted and brought up to date, and actually I have to say they've done pretty well. The essential theme of the original – getting across a road or something through timing and dodging – remains, but this time there's a whole game built around it, with a variety of different levels and puzzles, and of course vastly improved graphics.



That's not a big dead fish, it's a shark...



Water Dilemma...

Look out for the levels where water rushes down from the top of the screen towards you. 'What's that, you say? 'Amphibian'? Don't know what it means, mate...



Hip Hop...

At first it plays like a very bad top-down game, slow-moving with incredibly lifeless enemies. But then you realise that this isn't an action-adventure, it's more of a puzzle game. The bad guys are completely unintelligent, but that's kind of the point – they're just like the cars and logs you always had in *Frogger*, and

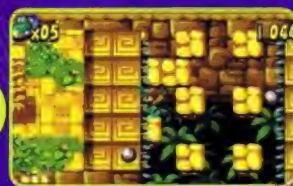
you have to work out their movement patterns so you can avoid them effectively. There are also plenty of moving platforms, switches and conveyor belts to keep you on your toes (if frogs have toes, that is), and it turns out to be a challenging and strangely enjoyable

game to play. That said, the basic concept is so simple there really isn't all that much to it, so don't expect some revolution in gameplay. This is a playable number that's been taken as far as *Frogger* will go, but it really is old school in nature, and is pretty damn low on the 'wow' factor. If you like games that test your co-ordination and your timing, but not much else, then go for it.

Oliver Lan



The boss stages can get very tricky.



XTREME RATING

Uppers

- + Easily picked-up old-school gameplay.
- + A good adaptation.

Downers

- Simplistic.

Summary

Plays well, but haven't things moved on by now?



74%

INTERNATIONAL KARATE ADVANCED



WARNING
HIGHLY COMPETITIVE

87%
GBX



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Remember – variety of tricks is what counts, so look at that trick list often!



RAZOR FREESTYLE SCOOTER



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: UBI SOFT
TYPE: SPORTS
NO OF PLAYERS: 1-2
SAVE SYSTEM: PASSWORD

Jamie Wilks gets rad! Dope man! Wicked kicks and phat ollies! Kick it old skool! Oh sod it, just read the flipping review...

Tony Hawk's on scooters. There, done. Money for old rope, this reviewing thing. Right – I'm off then loi – come back 'ere, Wilks – Ed! Oh, you want more, do you? Well, according to Ubi Soft, there are over ten million scooter sales forecast this

year, so it makes sense to base a game on 'the dopest ride around' (it says here). In doing this, what better game to – ahem – pay homage to then the massively-successful *Tony Hawk's Skateboarding* series of games? OK, well if you're familiar with said games, you can probably

skip the next paragraph, but for the rest of you, the crux of *Razor Freestyle Scooter* is that you're required to pull all manner of dangerous-looking stunts and tricks on your 'dope' skateboard-with-handlebars. Doing this earns you tokens toward unlocking the next, more exciting, level. Each level has a certain number of set challenges – performing tricks is the way to meet them. Challenges such as 'collect a certain number of objects' (which is often harder than it sounds – see below) or 'acquire a certain number of points'.

Going Downhill

The thing is, the *Tony Hawk's* games (of which the third is about to be released) do it with infinitely more style. *Freestyle Scooter* has all the requisite game modes (including an interesting

multiplayer mode, which needs the link cable) but awfully gaudy, cartoon-style graphics. They're not helped

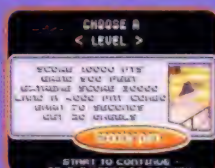
by the stilted animation either, and one thing which makes the game harder than it should be is the absence of any shadows. It's difficult to pick up a hovering object when you can't properly judge its location! The tinkly music just adds to the rather lightweight, childish feel of the game.

If it sounds to you that I favour *Tony Hawk's*, you'd be damn right. Even the levels in *Freestyle Scooter* don't have any of the imagination of that game, and are set in daft places like a circus and aircraft carrier. OK, so you might eke some entertainment from this title, but if I were after some top skating fun for the Game Boy Advance, it wouldn't be *Razor Freestyle Scooter* I'd be looking to buy.

Jamie Wilks

What a Mover!

Many of the moves will be familiar to players of skateboarding games (and BMX ones too!), such as the impressive-looking Superman move. If anyone can pull this off in real life, they're much deserving of your respect!



Highly coloured, it's 'plain' to see Larry.



XTREME RATING

Uppers

+ Reasonable variety.

Downers

- A complete rip-off of other games.
- Horrible cartoon graphics.

Summary

What is the scooter thing all about anyway? Skateboards are much cooler, and make for better games too.



55%



If your Norn's dying and you don't know what to do, export him quick! You can always bring him back once things have calmed down.

REVIEWS

CREATURES

Oli likes his creature comforts, but did he like this critter sim?

Now, there's no doubt that Artificial Intelligence will some day destroy the world, whether by taking over our defence systems and using them against us, or by creating ultra-cheesy melodramas involving child robots whose 'love is real', man. It seems unlikely, though, that the world will be destroyed by the big eyed furry critters that star in this latest GBA port. For one thing, they're pretty-much useless without your help, and for

another... Well, they're just so cute. Look at 'em! These creatures are called Norns, and it's your job to look after them - to raise them, feed them, breed them, and keep them out of trouble. Yes, it's Tamagotchi all over again, except this time a bit more sophisticated than a little egg that beeps. Norns are powered by a full-on AI - Cyber-Life™ Technology, no less - and indeed Creature Labs claim the Norns are in fact alive, because they reproduce, die, evolve and so on.

Cute 'n' Cuddly
Fortunately, though, these little cyber lifeforms don't actually have any rights yet, so we can do as we please and indeed within a few minutes of play I'd managed to lose one of my Norns through excessive punishment. You, playing a rather crazy-looking fairy, can influence the Norns using a carrot-and-stick approach, rewarding them when they do well and zapping them when they stray (or when you're just pissed off with them). Unfortunately, unless you've got a lot of patience or an unhealthy liking for your Norns, being pissed off with them happens all too often. Either that or the slow pace of the game or fiddly control system starts getting to you.



This is not a game for those wanting instant gratification. In fact, many people might not consider this a game at all. If you're into life-simulation, Tamagotchi style, say an almighty 'pah!' to the game's detractors - this could be just what you've been waiting for. You need the patience of a saint, so don't say I didn't warn you, but if you're up to the challenge, good luck breeding!
Oliver Lan

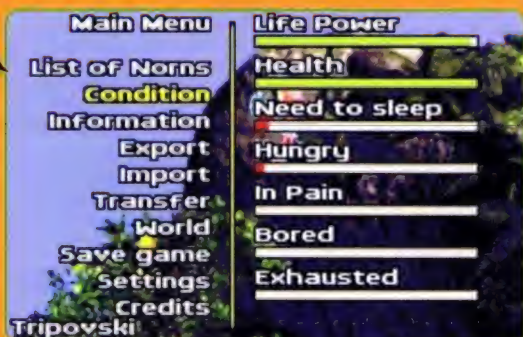


DAMAGE **CRUEL**
ON SALE **10th JANUARY 2002**
WHILE **SWING! ENTERTAINMENT MEDIA**
TYPE **LIFE SIMULATOR**
NO OF PLAYERS **1**
SAVE SYSTEM **BATTERY BACK-UP**



Norn the Better

The condition screen shows the various factors you have to watch out for with your Norn. Keeping him or her well fed and rested is a start, but if they get bored they start getting restless, especially the teenagers and adolescents. Honestly, they've never had it so good!



XTREME RATING

Uppers

- + Full-on AI.
- + Unique.

Downers

- Slow paced, sometimes tedious.
- Limited commands.
- Screen can get busy.

Summary

A clever game for sure, but definitely not for everyone.

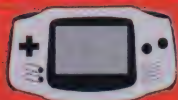


78%

REVIEWS

GBX

25



You can avoid battling with enemies by leaping over them. Cuts on the hassle!



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: THQ
TYPE: PLATFORM GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

SPONGEBOB SuperSponge

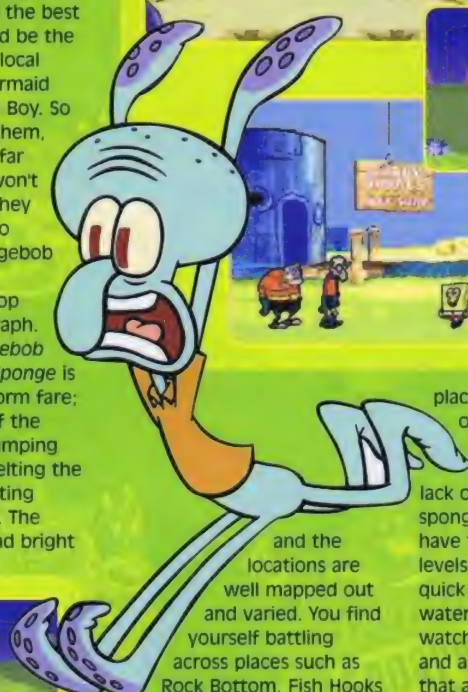
Didn't you know jelly was made from Jellyfish? John Hagerty certainly didn't until he played *SpongeBob SquarePants: SuperSponge*...



There's no sign of a truer friend than a nice gift, which is why SpongeBob SquarePants wants to give his friend Patrick Star the best one he can find. SpongeBob has decided the best present would be the autographs of local superheroes Mermaid Man and Barnacle Boy. So he sets off to get them, only to find they're far from obliging and won't sign anything until they get a snack. It's up to you to control SpongeBob on his quest to get enough food for a top snack and an autograph. As games go, *SpongeBob SquarePants: SuperSponge* is fairly standard platform fare; get from one side of the level to the other, jumping holes and craters, belting the bad guys and collecting things on your way. The graphics are nice and bright



You can avoid this game

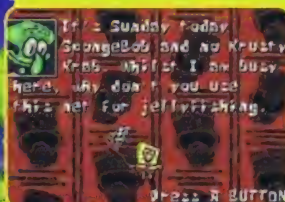


and the locations are well mapped out and varied. You find yourself battling across places such as Rock Bottom, Fish Hooks Park and SpongeBob's hometown, Bikini Bottom. Most of the action takes

place underwater, but occasionally you get to make forays on to the dry land. Obviously, lack of water won't do a sponge much good, so you have to charge up the aqua levels now and again with a quick splash in a puddle of water. It's quite amusing watching him climb a tree, and although I must admit that a sponge isn't exactly what I would call prime gaming material, SpongeBob is a likeable chap and always has a smile on his face as he wanders round.

Mum, Where Does Jelly Come From?

This game was certainly an education. I never knew, for example, that jelly came from jellyfish. There are plenty of the little chaps to collect, but beware; there's a monster jellyfish lurking on the later levels...



More Fun

Fans of the cartoon are right at home with this game. You meet all the main characters from the cartoon, such as Sandy Cheeks, Patrick Star, Mr Krabs and Squidward, and all

SQUAREPANTS:



clams, exploding sea anemones, charging squid, monster jellyfish and even jogging fish! I'll certainly be more careful next time I

dip my pinkies in the sea when I visit Blackpool...

Sunk It Up!

The gameplay is good and the controls are responsive. Spongebob moves around the screen well and his jump is powerful enough to keep him clear of any danger. Armed with an unconvincing karate chop, there are extra items that can be picked up along the way, such as coral blowers and jellyfish launchers. The karate chop is fairly tame and I found myself leaping over a lot of the bad guys to save the hassle of trying to battle them. Spongebob's jump can be increased by the use of springboards to launch him up into the air. I can't help but wonder why he doesn't swim upwards instead. Surely he can't live on the bottom of the ocean and not swim? Mind you, if he could swim, he wouldn't be stuck on the bottom, I guess! *Spongebob is a decent game*

and younger platform fans will love it, but it doesn't offer much new and older gamers may find themselves wanting a bit more than what's on offer. Don't get us wrong, it is a great

game to play, but what stops it from being a brilliant game is the lack of variety. A few extra challenges would have improved it immensely.

John Hagerly

Clam-ity!

The seabed is a dangerous place with lots of nasties out to do you harm. Clams have to be dispensed with a karate chop before you can get past them. As well as slow-crawling sea slugs, there are also fish that whiz about and pinching crabs to be avoided.

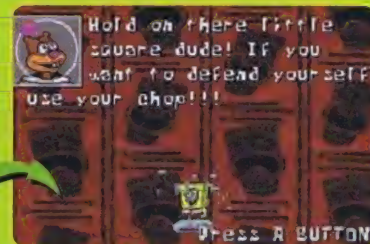


Tree-mendous!

I once saw a flannel riding a bike, but I've never seen a sponge in a tree. This level is different to the others, as you have to keep your moisture levels up to stop you drying out (Legal Notice: I'm lying about the flannel).



Use a chop to defend myself? Lame or perk?



XTREME
RATING

Uppers

- + Graphics great.
- + Realistic difficulty curve.
- + Solid gameplay.

Downers

- Needs more variety.
- Fonts sometimes difficult to read.

Summary

A great game that's stopped from being even better by the lack of variety.



83%



Keep an eye on your ammo count and try to conserve bullets. Don't be afraid to let rip in a sticky situation, though.



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: ACTIVISION
TYPE: PLATFORM SHOOT-EM-UP
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

ALIENATORS: EVOLUTION CONTINUES

The GBA finally spawns a platform shoot-'em-up, but Jamie wonders whether in space, can anybody hear you scream 'Aliens rip-off'?

It's been a bit of a wait, but fans of the platform shoot-'em-up finally have something to play. Feeling something like *Super Star Wars* meets *Super Turrican*, *Alienators* is an alien-blasting puzzle-solving platform game with more than a few similarities with a certain 1980s sci-fi horror flick.

The usual alien infestation has the powers-that-be wetting their kecks, and it's up to you, Dr Kane, alien slaughterer extraordinaire, to get them out of trouble. You do this by travelling the various levels, splatting aliens, recovering keys,



Hane? It's Woodman. We've got a situation here. I sent a sample of the Genus to some eggheads who've got a bio-research facility out in the desert near Flagstaff. Unfortunately, we lost contact with them a few hours ago. It looks like they soaked up good.

The briefing text is hard to read...

opening doors, collecting data disks and who knows what else along the way.

Kzapp!

The control system owes a lot to *Turrican*; you can point

your gun in any of eight different directions, whether you're standing, jumping, crawling or hanging off a ladder. Holding down a shoulder button locks your stance in place so you can swing your weapon about and cause maximum mayhem. Extra ammo types can be found throughout the levels and selected with the, er, Select button, but you need to be careful with these. Your ammo is limited, unless you're using the default peashooter. Lastly, the other shoulder button dispenses one a limited supply of grenades from the grenade launcher on the underside of your weapon – *Aliens* again ripped off. *Alienators* plays rather well. The control system is simple enough to make the game easy to handle, whilst complicated enough to offer plenty of depth. The enemies may be a little on the stupid side, but there are plenty enough of them to offer a

challenge. The only thing that really lets the gameplay down is that things get a bit samey after a while.

As far as the presentation goes,

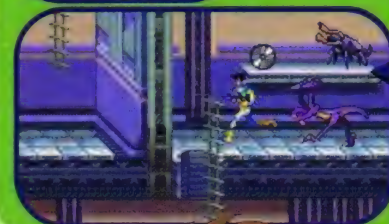
Alienators has nice, colourful artwork, cartoony cut-scenes, pumping music and thumping sound effects. Some of the weapon sounds are particularly nice. Whomp! Whomp! Overall this is a decent title, but unlikely to win any awards. It's the first of the genre on the GBA, though, so if you're looking for a platform shoot-'em-up, this is your baby.

Jamie Wilks



Tools of the Trade

How to choose your ammo; the rapid-fire weapon is best suited to enemies that come at you head on. The three-way shot is good for those busy rooms, whilst the high-powered beam should be saved for those really tough baddies. If that lot isn't enough, you can always resort to your trusty grenades! KA-BOOM!



I dunno what this is, but I'm running!

XTREME RATING

Uppers

- + Great presentation.
- + Plenty of weapons, levels and monsters.
- + Solid alien-splatting fun.

Downers

- Very unoriginal.
- A touch repetitive.
- Only one game mode.

Summary

Another nicely-presented GBA title but this one is just too unoriginal to really turn any heads.

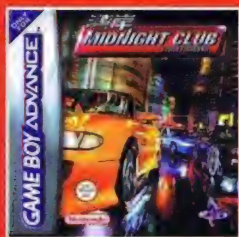


79%



Learn the city layouts and the movements of your opponents – you need to rely on memory more than anything else.

REVIEWS



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: PRISM LEISURE
TYPE: DRIVING GAME
NO OF PLAYERS:
SAVE SYSTEM: PASSWORD

MIDNIGHT CLUB STREET RACING

Midnight Club - it sounds a little bit pervy, dunnit? Of course, Jamie's more than interested in becoming a member...



There's nothing pervy going on in the Midnight Club. As the rest of this game's title suggests, the members of the Midnight Club prefer to race their high-powered cars around the streets of a bustling city. I guess the fact they do it at midnight means less traffic, or something. I'm not disappointed though – oh no. If you're all familiar with the PlayStation2, you might recognise the name – the game was one of the earliest releases for Sony's console.

It's made the transition from PlayStation to Advance in 2D, though.

Oops - Scratch One wing mirror

There may be less traffic, but that doesn't mean there's none. You race your car against one (or more) opponents in a variety of different game modes, in exchange for – well, a better car. Said vehicles do their level best to get in the way as you do so, and they do a damn good job too – mostly due to the fact that by the

The Car's the Star

There are no less than 40 cars available for you to drive during the game, but 39 of them are hidden at the beginning. You get a lowly taxi. Later on you could have a police wagon, an ice-cream van and even a double-decker bus!



Ooooh, mysterious.

BIOGRAPHIES

THE MIDNIGHT CLUB
«Emilio Sanchez»
EMILIO IS A FORMER RACER AND QUICK TO ANGER IF YOU GET IN HIS WAY. HE GETS MAXIMUM PERFORMANCE FROM HIS HANDMADE LOW-BUDGET HOTROD. HE LOVES CARS AND HATES TO LET ANYONE GET THE BEST OF HIM.

BIOGRAPHIES

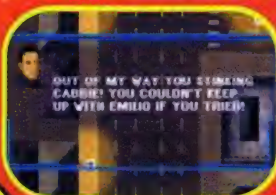
THE MIDNIGHT CLUB
«?????»
NOT MUCH IS KNOWN ABOUT THIS SECRETIVE RACER, EXCEPT THAT NO ONE CAN KEEP UP. THE CAR IS A CUSTOM PROTOTYPE THAT BEEMS UNTOUCHABLE AND SO FAR, THIS DRIVER HAS BEEN PERFECT.

time you've spotted the oncoming juggernaut, it's too late to get out of the way. More on this in a minute. If you start to win races, more in the way of cities and hidden cars are

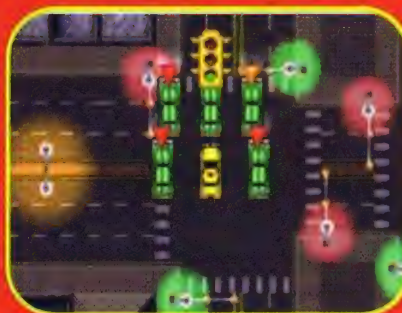
unlocked. Sounds all right, eh? Weeell, there are problems. The graphics are just about okay, although the checkpoint race features gigantic red and yellow flags that look silly, and the in-game music is downright

horrible. The biggie is the size of the screen means you can't see far enough ahead to avoid traffic or buildings, which renders the game almost unplayable. You might just be able to play this if you've got pico-reactions. My own thought is that *Midnight Club Street Racing* should have stayed on the PS2.

Jamie Wilks



Now's your chance to create a few traffic jams of your own.



XTREME RATING

Uppers

+ It's pretty damned fast.

Downers

- Crap music.
- You can't see very far ahead.

Summary

This is one club I won't be joining.



65%



Learn to use your sideways summersaults. They're the key to getting out of many a tough situation.

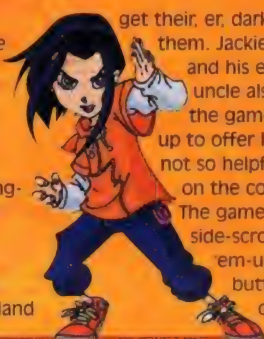


DAMAGE: £34.99
ON SALE: OUT NOW
WHO: ACTIVISION
TYPE: BEAT-'EM-UP
NO OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP

JACKIE CHAN ADVENTURES: Legend of the Dark Hand

Martial arts expert Jackie Chan flying-kicks his way onto the GBA. Jamie wonders if they could have given it a longer title?

Based on the cartoon, *Jackie Chan Adventures: Legend of the Dark Hand* stars the main man himself as he karate-chops and flying-kicks his way through various worldwide locations, collecting sacred magical scrolls before the evil Dark Hand



get their, er, dark hands on them. Jackie's niece Jade and his ever-wise uncle also feature in the game, popping up to offer helpful (and not so helpful) advice on the coming level. The game itself is a side-scrolling beat-'em-up, with one button to kick, one to

punch, one to jump and one to block. Various combos can be performed by tapping the buttons in the right sequence, and each elusive scroll you collect adds another combo to your arsenal. Double-tapping a direction makes Jackie perform various acrobatic moves, from back-flips to forward rolls to sideways somersaults. These are very useful for quickly manoeuvring yourself around enemies,

Chop-Suey

The scenery is also interactive, with everything from broomsticks to furniture-



providing weapons

and cover. Many levels require you to progress vertically as well as horizontally, although sometimes the jumps can be rather difficult to judge

because of the game's slightly isometric view.

The presentation in *Jackie Chan Adventures* is top-notch; all the characters are very well animated with beautiful anime style artwork. The sound is adequate and the music manages to suit the levels and fit in the background nicely. Full screen cartoon cut scenes keep you up to date with the plot between levels.

Overall, *Jackie Chan Adventures* is fun to play and gets quite challenging the further you get into it, with booby traps and boss enemies making appearances. However, it's rather repetitive and is far from original. Beat-'em-up fans and Jackie Chan fans will enjoy it, whilst for others it offers rather limited long-term appeal.

Jamie Wilks



Be a Move Masta!

Where possible, use your flips and 'saults to get behind your enemies and stop them surrounding you, but if you do find yourself being attacked from both sides, concentrate your combos on the strongest opponent whilst holding the weaker one off with back-kicks and punches.



Xtreme Rating

Uppers

- + Solid beat-'em-up fun.
- + Lots of moves.
- + Good presentation.

Downers

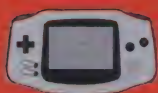
- Unoriginal.
- Very repetitive.
- A bit easy.

Summary

Jackie Chan Adventures won't win any awards for originality, but has been very well put together.



72%



When trying to get past a baddie, watch and learn the paths they walk so you can avoid them.

REVIEWS



DAMAGE: £34.99
ON SALE: MARCH 2002
WHO: UBI SOFT
TYPE: ARCADE ADVENTURE
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

ET THE EXTRA-TERRESTRIAL



John's Mum says he spent most of the time hiding under his seat in the cinema when he first watched ET. How will he fare playing the game?



Amazingly, the film *ET* came out in 1982, so it's quite surprising that 20 years later it appears on the GBA. *ET: The Extra-Terrestrial* follows the story of the film as friendly aliens come to Earth on a plant-collecting mission. They inadvertently leave one of their species behind when they leave in a hurry due to unwanted attention from the US government, who, of course, are renowned for shooting anything they don't understand. Left on his own, ET has to dodge government agents

and with the help of friendly earthling, Elliot, build a communicator so he can phone home and arrange to be rescued. The film initially made its name by causing cinemas full of people to burst into tears. Unfortunately, the game seems to have had the same effect on our review team, albeit for different reasons

Beeee Gooood...

Action takes place from the viewpoint of either ET or Elliot, depending on the level you're playing. There are 15 levels in total, which mostly



Have you got a licence for that spacecraft, sir?



Level With Me

The game makes good use of the film licence, and the levels follow the plot of the film closely. The first level has you collecting plants when ET's ship leaves without him. Level Two involves you trying to escape from the government agents, etc.



Elliot came home early and discovered ET's shocking secret.



consist of you having to get from one side of the level to the other, avoiding nasties and collecting things on the way. The graphics are nice and crisp and capture the look and feel of the levels well. The movement of the players is a bit sluggish, though, and this lets things down. That said, it's hardly surprising the characters move slowly as there's little to get excited about when it comes to gameplay. To be blunt, it's dull. You wander around looking for the end

of the level, avoiding insects and government agents along the way. And, erm, that's about it really. The problem is, ET is a friendly kind of chap, and as a result this is probably the only game in the universe to feature harmless aliens. In fact, our hero's such a girly wuss he gets hurt by pretty-much anything he bumps into on his travels, including insects or frogs. Ok, so the lack of action is forgivable to some extent as the game is clearly aimed at the younger market, but with little or no shooting on offer, a game needs to provide plenty of additional gameplay elements to compensate, and sadly this one fails to deliver.

John Hagerty

Xtreme Rating

Uppers

- + Nice graphics.
- + Simple gameplay for the little 'uns.

Downers

- Little challenge.
- Ultimately dull.

Summary

Young ET fans may enjoy this for ten minutes, but older gamers should avoid.



53%

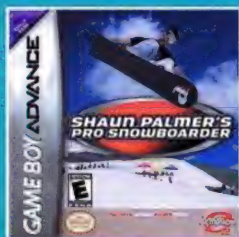
REVIEWS

GBX

31



If you're wrongly placed for a feature or rail, just leave it and line yourself up for the next one. Forcing a bad position means you can't pull off spectacular tricks when you get there.



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: ACTIVISION
TYPE: SPORTS SIM
NO OF PLAYERS: 1-2
SAVE SYSTEM: PASSWORD

SHAUN PALMER'S PRO SNOWBOARDER

Is it more than a sneaky way of milking a successful series? Ian gets his scarf and mittens...

Just one look at the box and the more cynical observers raise a wry smile. An extreme sports game. By Activision. Where you ride a plank of wood and pull off tricks for points. Surely it's just *Tony Hawk's* without the wheels, right? Well, maybe. It can't be denied that fans of the Hawkster's GBA outing will

feel, erm, 'at home' with *Shaun Palmer's*, but it's unfair to call this a clone. There are three basic game modes in *Shaun Palmer's*. Freestyle is similar to *Tony Hawk's* in that the aim of the game is to pull off tricks and achieve level objectives, like do a certain amount of grab stunts or perform a jump off the hut at the end of the



One slip and you're singing soprano.



Big air in the half pipe...



run. Palmer X is a Boarder X-style race where you challenge two other players down the course, earning time penalties for missed gates and a speed boost for performing tricks as you go. In Superpipe you're

viewed

from behind, and the aim is to get some serious big air (that's perform high jumps, non-armchair extreme sportsters) and pull off tricks. There's 16 courses spread all over the world and a host of boards and boarders to pick.

What's the Difference?

So how does Mr Palmer's effort differ from Tony's games, and is it worth buying if you already own the skate freak sim? Well, in a nutshell, Palmer's is A to B while Hawk's is free-roaming. Let me explain. The snowboarding game is based on downhill runs, where you must anticipate hazards and use features as they come. On a skateboard, you can and do go anywhere you like, so you gain freedom of movement at the expense of seat-of-your-pants action. Whether this is a good thing or a bad thing is for you to decide, but they're far enough apart for you to buy both without feeling ripped off. And those that



Extreme Sportsman

Winner of six X-Games gold medals, Shaun Palmer is a five-time winner of the International Snowboarding Federation's World Boardercross and has been hailed by USA Today as the acknowledged master of the sport. Palmer has become the quintessential extreme sports athlete, winning competitions in snowboarding, extreme skiing, mountain bike racing, and motocross. He also did a great job of the game's motion capture, as you can see from these photos.



love *Tony Hawk's* may well want to give this a blast. The controls are tricky at first, but then they were with *Tony Hawk's*. The graphics aren't quite up to the Hawkster's standards, though, and the music leaves a lot to be desired. It can be hard to anticipate upcoming rails and features too, but hey, that's life. There's enough extreme thrills here to satisfy any trickster, and the variety of modes keeps you playing.

Ian Osborne

XTREME
RATING

Uppers

- + Variety of modes.
- + Top tricks.
- + Not a Hawk's clone.

Downers

- Graphics not up to Hawk's standards.
- No battery back-up.

Summary

This one is surprisingly good. I was expecting another Tony clone, but there's enough that's fresh and original here to make it worth a look.



81%



Look out for the shortcuts. Often they're marked out by an exclamation mark on the screen.

REVIEWS



DAMAGE: ... £34.99
ON SALE: ... EARLY 2002
WHO: ... THQ
TYPE: ... DRIVING GAME
NO OF PLAYERS: ... 1-2
SAVE SYSTEM: ... BATTERY BACK-UP

HOT WHEELS: BURNIN' RUBBER



The piano course is particularly well drawn.

Oli burns rubber - and comes back fuming.

At first glance, you might think that *Hot Wheels: Burning Rubber* is just another Mario Kart clone, but this would be far from the truth. *Hot Wheels* takes the Mario Kart formula to a new level, adapting the game in ways no other developer would ever try. The effortlessly-enjoyable gameplay of Mario Kart has been transformed into a plodding mockery of the racing genre, and in a particularly ingenious twist, there are no power-ups at all - no speed boosts, no weapons, nothing. The courses show a ground-breaking lack of good design (in fact, of any design), and the way the other cars in the

race seem to catch up whenever you're ahead brings new levels of pointlessness to playing.

Randid Racing

Yep, you just drive round and round the courses, doing nothing but admire the scenery. And oh, what scenery it is. In a twist kind of like the old classic *Micro Machines*, you're racing a toy car over courses like Dining Table and Bathroom, but all you get for that is some badly-drawn sofas and curtains in the background or some extremely basic features on the courses. There's none of the cute *Micro Machines* home-made course feel - it just looks like a crap version of Mario Kart



with dodgy, unrealistic backgrounds and appallingly blocky textures. Did I say 'crap version of Mario Kart'? Well, what about the handling, kind of like a donkey on rollerskates, or the way the other cars all bunch up so you go from first place to last in a few microseconds. It's hard to say which is the bigger piddle-take of Mario Kart - the graphics or the gameplay.

Admittedly the car tune-up feature is a welcome addition, but in every other aspect the game is 17 billion-times worse than *Mario Kart*, with devastatingly-bad graphics and outrageously-bad gameplay. *Konami Krazy Racers* is far superior too. This is a game that no one, not anyone, should even think about buying.

Oliver Lan

Cmplt nd ttr Rbbsh...

Power-ups and decent gameplay aren't the only things missing here. Remarkably, they've seen fit to omit vowels from the game too - you're just not allowed to put them in your name! Brilliant!



The cars in the game are works of art.



Uppers

+ Erm...

Downers

- Appalling graphics.
- Dreadful gameplay.
- Utterly unoriginal.

Summary

A shambolic take on the racing genre. Avoid at all costs.



8%

REVIEWS

GBX

33



DAMAGE: £34.99
ON SALE: EARLY 2002
WHO: THQ
TYPE: BOARD GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY BACK-UP

M&M's BLAST

He was always told never to play with his food, but how will John Hagerly feel about playing with M&Ms?

Licensed games can be a bit hit and miss. Some titles are brilliant and fit hand in hand with the TV series, cartoon or film they're based on. Some games struggle to find something original to do with the characters. Creating a videogame based on a boardgame featuring a few characters from a sweet advert certainly is braving it. *M&M's Blast* is quite similar to the sort of board games your family end up having vigorous arguments over at Christmas. You throw dice and move around a board trying to get to the end. Along the way, different spaces you land on give you

chances to do different things. Some squares allow you to move forward or back a few places, whilst other squares allow you to swap places with the other player or take part in a mini-game.

Sweet Tooth

The mini-games are where the fun takes place. There's a selection of different games to play. You could be playing mini-golf, racing go-carts to collect M&Ms, sky-diving,

shooting targets or bashing it out on the running track. Not all of the games are as good as the others. The golf and driving games are good fun, yet there's one game where you have to collect

M&Ms falling from the sky. Frankly, that sort of game was pretty poor when it came out on the ZX81 20 years ago.

M&M's Blast is certainly aimed at the younger audience, but it's difficult to say how long it will keep the little 'uns entertained. The games are simple enough to play, but it's not the most exciting of titles and a handful of animated M&Ms aren't going to compete with the likes of *Power Rangers* or *Harry Potter* for the most wanted games. It would be unfair to say *M&M's Blast* is a bad game, as it isn't. The graphics and animation are decent and most of the mini-games are good fun. If you're stuck for a present for a younger brother or sister, this might be just the trick.

John Hagerly



Decisions, decisions...



The Games People Play

The mini-games are where most of the fun takes place. Many of the games remind you of other full games you may have on your GBA, such as driving or sports. Some of them are good fun, whereas some are a bit dull.



XTREME RATING

Uppers

- + Nice GFX
- + Some fun mini-games.

Downers

- Boardgame is tedious.
- Grows boring very quickly.

Summary

Enjoyable, but not likely to capture your imagination for weeks on end. Bargain-bin present for a younger sibling, perhaps.



61%



Don't buy it.

REVIEWS



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: UBI SOFT
TYPE: PLATFORM ADVENTURE
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

PLANET OF THE APES

Believe it or not, the game's even uglier than its cover art...

Stupid Apes

See what we mean about lousy artificial intelligence? That monkey on the pillar walks back and forth ignoring you unless you climb onto his platform. Never mind how (and indeed why) he got up there...



standing in just the right place to execute them. Half a step closer or further away and there ain't the room for the animation frames to play out, so you can't do the move, even if it looks like you could. Frustrating or what? Also, where *Flashback* gave you a wealth of moves, it also made them necessary in the game. Here your character is blessed with far more moves than the levels logically demand, and you often execute them by accident, making the controls cumbersome and awkward.

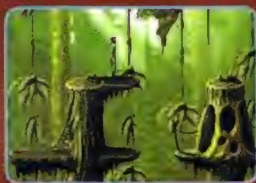
Banana Bunch

The artificial intelligence is extremely artificial. Ape enemies march back and forth like monkeys in a zoo, never looking for you, or even at you – it's like they're blind until you walk right up to them. Finishing



the first stage, and being greeted by a second level that looks and plays exactly the same is enough to make you throw your GBA across the room in disgust. And that's before you jump onto a bed of spikes you couldn't even see from the platform you were standing on. There are more unseen deaths to come, too. By the end of the second stage you're clenching your buttocks in frustration. Someone's trying to make a monkey out of GBA owners. I'd go ape if I'd paid for this, and if you even consider buying it yourself, you're bananas.

Ian Osborne



Collect the flags. Maybe you can build a sandcastle...



The storyboards really show off the GBA's graphical potential (not)...

Xtreme Rating

Uppers

+ I didn't buy it.

Downers

- Everything else.

Summary

This is a complete disaster, and a step back in the evolution of videogaming. Treat it with the contempt it deserves.

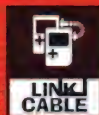


18%

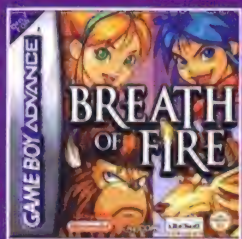
REVIEWS

GBX

35



Save regularly. There's nothing worse than losing an hour's-worth of game because you didn't save before tackling a big baddie.



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: JIGI SOFT
TYPE: RPG
NO OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP

BREATH O

Sharpen those swords and dust off that spellbook - it's time to go role-playing...

You know, RPGs are like country buses. You wait ages for one to turn up, then three arrive at once. Before this issue the nearest our happening handheld got to a traditional RPG was the Adventure Mode in *Bomberman Tournament*, and that was more like a bolt-on bonus than the heart of the game.

Now, true to form, two spectacular role-players have turned up in the same issue - *Golden Sun* over on Page 20 and this, an Advance conversion of the first game in Capcom's *Breath of Fire* series. *Breath of Fire* is a role-player in the classic swords and sorcery mould.

Malevolent monsters, cunning characters, turn-based tussles - you know the score. Unoriginal? Maybe, but there's always room for a good game, whatever the plot. It would be cool to see a role-player that didn't owe a debt to Tolkien, but for now, let's see what this particular science fantasy fare has to offer.

Fairytale Frolics

An RPG needs a strong opening, and *Breath of Fire* doesn't let us down. A dragon village (populated by what appear to be humans) is attacked and razed to the ground. Only one warrior survives - the child Ryu, presumably on holiday from the *Street Fighter* saga. Like the rest of his now-destroyed clan, Ryu can transform into a dragon at will. Or rather he can't - he's trapped in his human form, and it's up to you to regain Ryu's powers, hunt down your attackers and avenge your Dragon Clan. Of course, there are plenty of sub-quests along the way, and new abilities to learn as the game



The fishing sub-game. Different fish have different uses.

map grows ever larger. You can even learn to fish! For once, working out what to do is a genuine problem too - talking to characters gives you clues and points you in the right direction, but no one hands you the game on a plate as is the case in lesser RPGs. Naturally, you meet a brace of fellow adventurers along the way. Look out for Nina, the winged princess of Windia, Bo, a canine archer, Karn, a thief treasure hunter, Gobi, a merchant, Bleu, a

snake woman with a mean line in spells and Ox who is, erm, an ox. And if that's not strange enough, check out mole-man Mogu. Each character has a special skill to utilise away from the battlefield. Bo is good for hunting, Ox can trash walls and mole-features is (unsurprisingly) good at digging.

Advance Enhancements



This is a pretty faithful conversion of the 1994 SNES game, but a few enhancements have been made for the Advance conversion. Using the Game Boy Link Cable, you can exchange items with a friend who's also playing the game. Also, you can save your game anywhere you like using the Quick Save facility. This stores your game position in the cart's memory, but it's erased as soon as you reload it. You can, of course, make more permanent saves at special save points throughout the game. The quick save is incredibly useful for Advance owners, and means you can play in a spare five minutes as well as for three-hour sessions





After leaving your home town, pick fights with wilderness monsters to toughen you up before tackling the next city.

REVIEWS

FIRE



Fire or Sun?

So is it as good as *Golden Sun*? I'm afraid not. Nintendo's masterpiece was developed specifically for the Advance, and benefits from the extra power it enjoys over the SNES, *Breath of*



The spell effects are showing their age.



Dragon Power

As a member of the Light Dragon Clan, Ryu can turn himself into various types of dragon during fights. Every time you find a shrine, you can enter a one-on-one battle to win a new dragon form.



Fire's original host machine. This is especially evident in the battles, which lack the breathtaking special effects of *Golden Sun*. Also, for all its strengths, *Breath of Fire* is seven years old and therefore lacks the freshness of *Golden Sun*. At least it has an Auto Attack function, though, something painfully lacking in the Nintendo opus. Since the saga debuted on the SNES in 1994, there have

been four games in the *Breath of Fire* series. The latest instalment, *Breath of Fire IV* on the PSX, didn't exactly set the world alight, but Ubi Soft are already planning to bring more of

the earlier classics to the Advance. If this game's anything to go by, that's great news.

Ian Osborne

The Art of War

Battles in *Breath of Fire* are turn-based. Each character strikes a chosen target in turn. Other fighting options include morphing into a dragon (for Ryu), casting spells and using healing or aggressive items. If the fight's too easy to bother with, you can switch to Auto and have the computer strike for you. If it's too tough, go for the Run option.



Just what we need - close-quarters combat with a turd...



XTREME RATING

Uppers

- + Great storyline.
- + Classic role-playing.
- + Huge.

Downers

- Unoriginal.
- Wandering monsters can be annoying.

Summary

Overall *Breath of Fire* has aged well. If you've played it to death on the SNES there's not much point getting it again, but for everyone else it's a gem.



90%



DAMAGE: £34.99
ON SALE: DUT NOW
WHO: THQ
TYPE: PLATFORM GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

POWER RANGERS: TIME FORCE



The Power Rangers have a plan to save the world using time travel, but John thinks it would be better used in earning a few quid....

If you had a time machine, what would you do with it? Personally, I'd use it to go forward to find out the results of next week's football matches so I could bet on them, or go back in time and watch TV programmes I'd forgot to set the video for. The Power Rangers, on the other hand, use time travel as an opportunity for fighting crime. Admirable for sure, but does it compete with watching the missing episode

of Airwolf comfy in the knowledge that you're about to make a tidy sum from Man Utd getting stuffed? We think not! Still, with the use of time travel, the Rangers have been tasked with the challenge of battling their enemies through different time zones over a plethora of locations. You could be in the Wild West, Ancient Egypt or even in the future, and you find yourself jumping

between places and locations in the blink of an eye. There are a host of enemies to battle, such as Megazords, Cyclobots and even Ransik (who thinks of these names?)

High-Kicks!

Initial impressions look good. The graphics are gorgeous and the character animation is top-notch. A lot of work has been put into the locations too, and it shows. The music is also good by GBA standards. Unfortunately, gameplay isn't up to the standards of the rest of the game. The game seems to consist of running from one side of the level to the other, smacking a couple of bad guys along the way. The fighting isn't going to

The Power Rangers were often mistaken for a '70s dance troupe.

leave you suffering an adrenaline shock, either. You punch, kick, or occasionally get a weapon to snort the bad guys with, but it doesn't add much to the game. Perhaps the biggest let down of was the battle with the chief bad guy at the end. I managed to

give him a good kicking by repeatedly using the same move until he was close to death, at which point I kicked him slightly differently. End-of-level guardians were never big Jessies like this in my day...

John Hagerty

Location, Location, Location...

Power Rangers: Time Force does have an impressive series of locations that you can hop between. The Wild West level sees you fighting the bad guys in a mine, trying not to fall down any mine shafts, but the next minute you could find yourself in a modern town or even a Spanish fort!



Nice umbrella, mate.



XTREME
RATING

Uppers

- + Beautiful graphics.
- + Slick animation.
- + Top locations.

Downers

- Uninspiring gameplay.
- End-of-level boss probably wears women's underwear.

Summary

A great example of what GBA games should look like, but not how they should play.



63%



The dinos aren't that smart. They chase you down, but generally won't follow you from screen to screen. Use this to your advantage.

REVIEWS



DAMAGE:£34.99
ON SALE:FEBRUARY 2002
WHO:KONAMI
TYPE:ACTION ADVENTURE
NO. OF PLAYERS:1
SAVE SYSTEM:BATTERY BACK-UP

JURASSIC PARK III: DINO ATTACK



Billy No-Mates takes a look at one part of Konami's triple-whammy of Jurassic Park III games and asks, 'Why?'.

We all know the plot by now. Big plane flying over a patch of dino-infested jungle. Big plane is hit by a big flying dino with wings. Big plane drifts gently to the Earth. Dinosaurs eat people. Studio execs count their money and wonder if anyone will notice that they're basically recycling the same plot for the third time. As for Konami, this is one of three *JP III* games currently doing the rounds on the GBA, but this time around, they've gone for a more adventure-

type slant. It's all a bit of a test for the grey matter, with just a pinch of shooty stuff for good measure. The game takes place across several levels. Some are adventure sections, which are displayed from an isometric 3D viewpoint. Here you solve puzzles, shift crates, shoot, trap and run like a criminal from marauding dinos and generally try to find your way to the end of the section. In some of the other levels, you have action-themed elements such as a motorcycle chase or a side-scrolling platform level.

It's all a bit similar to *Dino Crisis 2* on the PlayStation with its mix of adventure bits and all-out action, though it's a bit more calm and collected than *Dino Crisis 2* in full shotgun-frenzy mode.

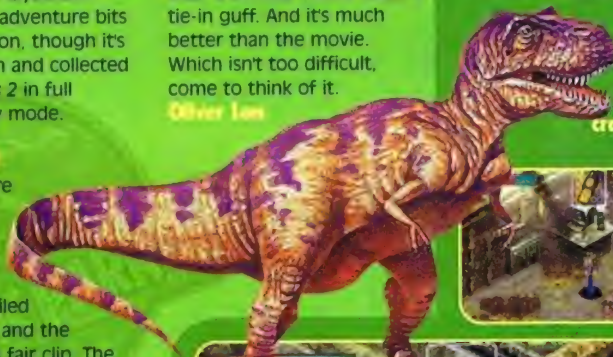
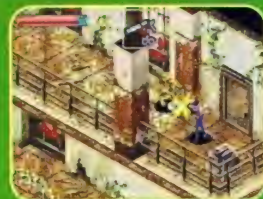
ROOOAAAAR!

The graphics are excellent throughout, with lots of on-screen dinos and detailed environments, and the game runs at a fair clip. The music is pretty weak, mind you, though the assorted explosions, gunshots and dino roars are as good as you'd expect. Only the button-mashing required for some major actions – even when pushing a crate – gets a little tiring, but this isn't required too often.

JP III (well, this particular *JP III* at any rate) is a serviceable little number. It doesn't change the gaming world as we know it, but it's a fun run-

around and much better than the usual movie licence tie-in guff. And it's much better than the movie. Which isn't too difficult, come to think of it.

Oliver Law



Smash the crates to find goodies.



Back in the Day

Our crankier readers might remember the first Jurassic Park tie-in game, based on the first movie (Duh). A mix of top-down run-and-gun, puzzle-solving, creepy sneaking-about gameplay and first-person shooter segments in the indoor areas, it was a surprisingly funky little mover. Well within the abilities of the GBA, in fact. G'wan! Someone snap it up and port it!



His mouth is even bigger than the editor's...



XTREME RATING

Uppers

- + Plenty of variety.
- + Better than average gameplay.
- + Good, detailed graphics.

Downers

- We know how it ends.
- Button-mashing gets tiresome.
- It's nothing Earth-shattering.

Summary

Nothing spectacular, but it's a solid action-adventure hybrid that plays rather better than your average cruddy movie tie-in.



75%

REVIEWS

GBX

39



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: RAGE SOFTWARE!
TYPE: SPORTS SIM
NO. OF PLAYERS: 2
SAVE SYSTEM: BATTERY BACK-UP

DAVID BECKHAM SOCCER

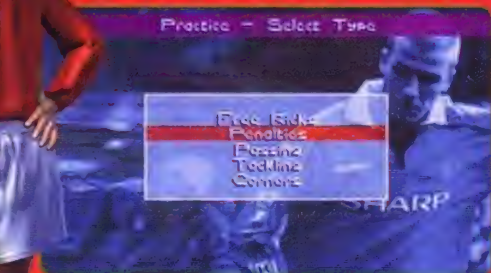
He's a talented footballer. He's an inspiration to us all. He's got a deadly left foot. And that's just Simon...

The guys at Rage must be rubbing their hands at their luck. When they signed David Beckham to front their new football game, he hadn't just scored the goal that got England to the World Cup, nor had he been nominated for Best Player in the World. Well now he has, and the game finally arrives. And whilst it's not up to the standards of the main man, it's not too bad either,

and should pass a couple of hours with ease. Its viewpoint is basically a halfway house between the overhead style of *Steven Gerrard's Total Soccer 2002* and the big, chunky side view of *ISS*. It works well too, giving you enough of a view of the pitch to put together a reasonably tactical game, whilst retaining a decent level of detail. It's a fast, zippy effort, occasionally running a

little too quickly for our liking and encouraging a kick-and-rush approach. For the first few goes, it really will just look like a kickabout in the park. Furthermore, it's also got a tricky learning curve to negotiate, which in fairness is helped by the training section, but still proves quite hard at first. Make no mistake; it's going to take a bit of practice before you start notching up cricket scores here.

Winning Tactics
 Nonetheless, patience reaps its dividends, and once



you've adjusted to the way the game plays, it's quite good fun. The longevity of the game is significantly enhanced by the variety of teams (over 200)

and competitions bundled in, and if you can keep up with the on-screen action, it becomes easy to string a few passes together and head goalwards. However, what the game lacks is much in the way of tactical approach. Whilst you can adjust formations and such like, the speed of the game does mean that, unlike *Steven Gerrard's Total Soccer 2002*, you're restricted to just what alterations you can make to your play. That said, for less demanding players especially, this is quite a good little game. It still falls far short of that must-have GBA soccer title, but it offers some diverting entertainment nonetheless. It's hard to argue you'll get £35 out of it, but it's worth considering if you see a good deal or spot it in the bargain section.

Simon Bell

The David Beckham Store
 David was nervous when he first joined United because most of his heroes were from there, but he was made to feel part of a family by everyone at the club and soon settled in. Ryan Giggs and Lee Sharpe were coming through at the same time, too, so he felt part of a group.
 There were many senior players for David to look up to and learn from. Peter Schmeichel and Eric Cantona were at that time Old Trafford legends, but it was Brian Robson he had most respect for and it was he that he watched and listened to intently. Cantona was a huge influence at the club, especially the way he would stay back.

If you get bored, you can even read about Mr Beckham's life.

Go Training With Becks!

Need some help honing your skills? The game lets you take to the training park for some training with Mr D. Beckham himself. This lets you practise the likes of passing, penalties, tackling and those trademark free kicks. It's a good way to get acquainted with the game thanks to some well thought-out exercises, although this does highlight how fiddly the controls are!



XTREME RATING

Uppers

- + Plenty of options.
- + Not bad once you're into it.

Downers

- Controls fiddly.
- Too quick.
- Tricky to get into.

Summary

Not a bad stab at a quality GBA football game, but still some way to go. It's better than *ISS*, but not as good as the GBC's *Total Soccer 2002*.



66%

BATMAN

VENGEANCE

TM



GBX





GBX

creatures

XBOX





Explore the levels thoroughly to get all the items. If you just take the highest route all the time, you miss half the goodies!

REVIEWS

NO RULES GET PHAT



Jack has only got one eye, no doubt the result of a skateboarding accident. Jamie asks why doesn't he wear protective gear in No Rules Get Phat...

TDK is the second publisher in recent months to release a game based on platform-skateboarding games. Will *No Rules Get Phat* ollie over *Rocket Power* and become the more successful title? Not if gamers out there have half a brain...

No Rules Get Phat is a game of three halves. First off there's the Skateboarding Mode, a side-scrolling platform affair where the only point of note is the fact you're glued to a skateboard. Then there's the Mixin' Mode, where you get behind the decks and play a button-combo reactions game thingy. Lastly there's the Snowboarding Mode, which manages to be identical to the Skateboarding Mode. Apart from the snow.

Big Hair

The first thing you notice about the Skateboarding Mode is things are pretty difficult to control, or should I say the controls are poorly designed. You can move around fine, once you get used to the inertia, but your

fire rate is far from rapid. Also, every time you fire you can't jump for about two seconds, which is a major problem when dealing with several enemies and quickly becomes very annoying indeed. Another thing that becomes quickly apparent is that the collision detection is shoddy in places, a feeling that is aggravated by the chunky scenery graphics, giving a poor impression of where the edges of things are.

On to the Mixin' Mode, and things don't get much better here. By watching the direction symbols that come across the top of the screen, you tap along to the beat to defeat your enemy. To say this mode is highly unchallenging is an

understatement, and it only really serves to bore the pants off you. Lastly, we have Snowboarding Mode, which is basically Skateboarding Mode over again, just with more inertia. See design flaws above. I'm not going to pull any punches here: I'm struggling to find something good to say about *No Rules Get Phat*. I suppose the graphics are reasonable. And it's got skateboards, snowboards and decks in it, so if you're into that sort of thing...

Jamie Wilks

The incredibly lame and easy mixin' mode

Do What?

TDK actually boast about *No Rules Get Phat*'s five game worlds and five different enemies per world. Maybe their definition of quality content differs from mine, but even Pac-Man has got one over on them there!



This is as fun as it gets



XTREME RATING

Uppers

- + Three game modes.
- + Cart makes a good tea-stirrer.

Downers

- Gameplay flaws.
- No depth at all.
- About as fun as French homework.

Summary

If you actually play this and like it, by all means ignore this review and go buy the game. Otherwise, steer well clear.



42%

REVIEWS

GBX

45



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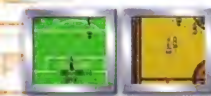
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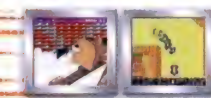
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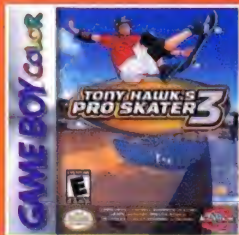
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After doing a lip trick, you can ollie onto the top of the vert ramp, to gain some more height or get to hard-to-reach items.



DAMAGE: £19.99
ON SALE: OUT NOW
WHO: ACTIVISION
TYPE: SPORTS SIM
NO. OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP

TONY HAWK PRO SKATER

Yup, you read it right. Game Boy COLOR. This is not a printing error, and Jamie Wilks has proof...

be the eighth. I'm not even going to attempt to explain the series' chronology, but the fact is there's been three games, and they have all received rapturous applause. I've played and enjoyed all of them (yes, even the Dreamcast ones).

It was obvious from the outset that *Tony Hawk's 2* on the Game Boy Advance would have to make certain concessions to the system's hardware, but in doing this the game became its own entity entirely, and the result showed not only what the GBA is capable of, but also how an existing title should be converted.

'Board Games

In a surprise move, Activision has released the latest in the series on the Game Boy Color before any other platform, apart from the PSX version which was released the same day. I say 'surprising' because I'd have thought Activision would have wanted to

showcase this new game on a platform which is able to show it at its best. In fact, it's difficult to understand why *Tony Hawk's 3* has made it to the GBC at all. Hey, this is nothing against the GBC, and sure, I can understand why Activision doesn't want to leave out owners of our beloved little handheld. But

my own opinion is that this 2D (ish) version just isn't able to replicate the delights of the 3D versions, and if all the magic is lost, well, what's the point? Nevertheless, here it is, and unlike other conversions, I find *Tony Hawk's Pro Skater 3* extraordinarily difficult to judge on its own merit, simply because of the quality and scope of the releases before it. It was obvious the GBC version would need dramatic changes in order for



Nice motor, shame about the dents.



The question I bet you're asking yourself is, 'Eh? How did they manage that one?' I can sympathise – I asked it several times, before I played the thing. If you've already glanced at the bottom of the facing page, you'll know the answer. Good job I've been given two pages to explain myself. The *Tony Hawk's Pro Skater* series of games have enjoyed varying degrees of success across no less than seven platforms (including this one), and that doesn't include the X-Box, which will



Ollie North? In this game?

The Man Behind the Myth



By the age of 12, Tony was sponsored by Dogtown skateboards. By 14 he was a pro boarder, and by 16 Tony Hawk was officially the best skateboarder in the world. In the ensuing 17 years, Hawk has entered an estimated 103 pro contests and won 73 of them, placing second in 19!





Grind off literally anything, performing a trick as you transfer – for some level goals, this is a requirement.

REVIEWS

Music to Skate to

For the hardcore Tony Hawk's 3 nut there's now an audio CD available featuring music from and inspired by the game. Tony Hawk himself helped pick songs from Alien Ant Farm, the Deftones, Onesidezero and others. With this comes a bonus CD-ROM that includes video footage of Tony and stuff.



The painful-sounding nose grind.



it to suit the console, but the fact is that the GBC version is so watered down it's practically unrecognisable, and as I've already said, the finished product has little in common with other versions. Sure, the basics are there –

you can select different skaters, there are different parks available with different goals, yadda yadda. In the game too, there are some features which have survived the transition – the fact that when grinding you need to balance your skater, the

various lip tricks, the ollies, etc. But gone is most of what has made the Tony Hawk's series great, for me at least. The fab graphics and animation, the awesome soundtrack and sound FX, the amazingly deep and rewarding gameplay...

3D or not 3D

OK, so the 3D behind-the-skater viewpoint was never really an option, but the GBA game got around that obstacle very cleverly. The best the GBC can do though is a kind of forced perspective, which looks rather nasty and retro in comparison. This, I think, has the biggest impact on how differently the game plays – after all, the 3D is part of what makes the Tony Hawk's games what they are.

So here it is then – should you buy Tony Hawk's 3 on the GBC, based on the strengths of all the other titles in the series? No, you shouldn't. It's too different to the other versions, and if you're expecting a smaller version of one of the PS1 titles, you're in for a shock. Do you only own a Game Boy Color, and have never experienced any other Tony Hawk's games? Sure, give it a try – you may be more willing to persevere with it. Aww hell, I can just anticipate those letters from

vexed fans arriving by the sackful. OK, well get writing; my opinion stands.
Jamie Wilks

Sturdy Foundations

Tony has endorsed the Tony Hawk Foundation, which has been designed to promote the creation of quality public skateparks in the US. Through the creation of such venues he hopes to help entice youngsters away from crime and into the sport. Fair enough – let's face it, he's not short of a few quid!

TONY HAWK FOUNDATION



Uppers

- + Loads of game styles.
- + Faithful to the book.
- + Filled with good ideas.

Downers

- Occasionally frustrating.
- Not particularly difficult.

Summary

A superb game and a worthy tribute to the book!



60%



On the half pipes, get as much height as you can to maximise your tricks time.

SHAUN PALMER'S PRO SNOWBOARDER



DAMAGE: £74.99
ON SALE: EARLY 2002
WHO: ACTIVISION
TYPE: SPORTS SIM
NO OF PLAYERS: 1-2
SAVE SYSTEM: PASSWORD

Another day, another extreme sports sim, but is this a chilly rip-off of Tony Hawk's? Ian's the badass with the board...



In the race mode, you have to make the gates as well as stay ahead.



If you've already read the review of the Advance version of *Shaun Palmer's Pro Boarder* over on Page 32, you already know what it's all about. You also know that the charge of *Tony Hawk's* rip-off doesn't stick. So how does the Color measure up, and is it a worthy rendition of the game or a cut-down travesty? Let's hit the boards and find out...

Pretty much the whole of the Advance game has made it to the Color. The three modes are there, with the Freestyle being the downhill stunt-chaser, Palmer X a three-way

downhill race with speed boosts awarded for tricks and Superpipe seeing you grabbing some big air as you take to what looks like a toboggan run. The playability's there too, with your boarder pulling off some sizzling stunts and tricks as he wends his way down the piste.



Slow-Boarding?

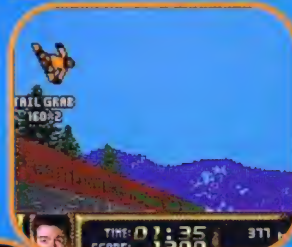
The graphics are lovely. In fact, given the differences in power and definition, I honestly think the GBC game makes better use of the host machine than the GBA effort. That's not to say it looks better – of course it doesn't. It's just that the developers have squeezed every last ounce out of the Color, whereas the Advance game just looked average. One downside of all this visual finery is the game doesn't run very fast at all. It's not sluggish – your boarder responds well to your button-presses, it's just that the overall feeling of speed is poor. Perhaps this is just as well. Any faster and it would be near-impossible to anticipate the hazards and features, a quirk which also affected the Advance version. Perhaps we ought to give the game the benefit

of the doubt on this one.

Overall, the Color game is closer to its Advance cousin than is the *Tony Hawk's* games, and even surpasses it in some aspects. In other words, it's a phat game and a worthy addition to anyone's extreme sports collection.

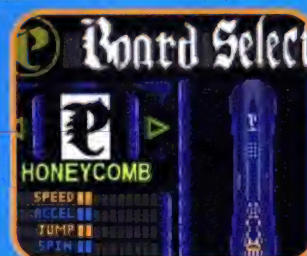
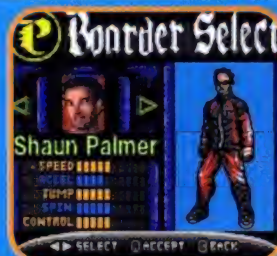
Ian Osborne

Don't try this at home, kids...



Stat's the Way to Do It...

You can choose your boarder and his board, making note of the individual stats on offer. To begin with, you've got four riders and one board to choose from...



XTREME RATING

Uppers

- + Great graphics.
- + Phat stunts.
- + Lots of it.

Downers

- Runs a little slowly.

Summary

This is easier to get into than *Tony Hawk's*, but still takes time to master. And they're different enough to make it worth your while buying both...



85%

SPACE invasion

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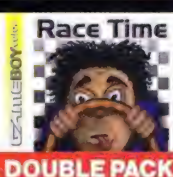
Waves of alien spaceships are massing above Planet Earth, with just one evil intention - to conquer our world and destroy the human race.

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It's tempting to ignore wandering enemies, but you do so at your peril. Unless you power up your experience by battling minor monsters, you'll never be ready for the more fearsome foes.



DAMAGE: ...
ON SALE: ...
WILL: ...
TYPE: ...
ALL IN PLAYERS: ...
SAVE SYSTEM: ...
BATTERY BACK-UP: ...



Harry Potter and the Philosopher's Stone

Hogwarts' finest makes it to the GBC, but is it just another cash-in? Ian takes to his broomstick...

Y'know, these Harry Potter games aren't bad at all. When Electronic Arts told us we couldn't have early copies to review for security reasons, we expected them to be dire (that's the usual reason a game hits the shelves before we get it to review – take note next time you're tempted to buy a game we haven't covered). But no – last issue, the Advance version of *Harry Potter and the Philosopher's Stone* scored an award-snatching 90%, and now the Color version – well, read on... The game's a traditional role-

player in the *Final Fantasy* mould, where you wander through caverns, corridors and wildernesses, taking on tasks and fighting wandering monsters with your Hogwarts-trained wizardry. Combat is turn-based – choose your attack, then watch it happen. Expect lots of puzzle-solving and interaction with other characters from the hugely-successful books, such as Professor Dumbledore, Rubeus Hagrid, and Draco Malfoy. There's also Wizard Cards to find and bonus games to unlock.

Magic Man

A quick glance at the screenshots tells you this game's not much of a looker. The graphics are colourful and they do their job well enough, but visually it's nothing special. Its other major fault is that it doesn't let you get far enough into the game before it gets hard. Indeed, right at the beginning you find yourself picking fights to toughen up old Harry before running off to complete what is essentially the first task in the game. Still, wandering monsters are not the pain

Shop's empty. Maybe JK Rowling's doing a signing next door.

they can be in some RPGs as you can see them on the screen as you walk. They're represented by a small shiny blue blob, or a bigger one for boss creatures. You don't know what they are until you challenge them, but at

least you get the chance to avoid combat if you're in a hurry. Full marks there, then. And indeed, it's pretty-much full marks across the board. For despite being unnecessarily awkward at times, there's a really great adventure in there, and it will appeal to Harry Potter fans and adventure gamers alike. It's not just a cut-down version of the Advance game either – they're entirely different. Indeed, if Hogwarts offered an exam in making a really good game, *Harry Potter and the Philosopher's Stone* would pass it.

Ian Osborne



On the Cards...

Throughout the game, you can find so-called Wizard Cards. You can collect them in your special card book (or Folio Magi as the game calls it), and trade them with your friends over the link cable. Combinations of cards give you additional spells too, as explained in the Folio Triplicus. Sounds like Pokémon, doesn't it?



Uppers

- + Can see wandering foes.
- + Includes characters from the book.
- + Good atmosphere.

Downers

- Graphics average.
- Awkward at times.

Summary

Another winner from the Harry Potter stable. This is a game that can be enjoyed by both Harry fans and those who've never read the books.



90%



Experiment with button-tapping techniques to find out which gives you the most speed.

REVIEWS



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: LIGHT & SHADOW
TYPE: SPORTS SIM
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

ANTZ WORLD SPORTZ

Plenty of Zs in the title, but is Antz World Sportz good enough to stop John Hagerty Zzz-ing?

The third in the Antz series of games hits the GBC in the form of a sports simulator. There are a series of challenges to battle against, and you have a choice of four antz with which to compete: Z, Bala, General Mandible and Weaver. All of the characters have their own attributes, calculated from strength, endurance and dexterity. These differences become

apparent between events. The level of a character's attributes effect how well you can perform at different types of events. Dexterity helps with the termite rodeo, whereas endurance is useful in the running and skating. Multi-event sports simulators are nothing new, and I personally find the vigorous button-bashing tedious after a while, but the developers have packaged the game well by using the Antz licence. The graphics look good and tie in nicely with the film, though the ants do tend to look a bit skinny, which I don't

Do I Have to Take Part if I Have a Note From my Mum?



Although the first level of the game only has four events, each time you move up a level, a new round is added. Most of the games require the same sort of thing: abusing your GBC's buttons with great vigour using your digits!



suppose is the fault of the games developers. Making an ant look beefy on a small GBC screen and still keeping it looking like an ant can't be easy!

Creepy-Crawlies

The game starts off with four events and adds one on each round. You

need a podium position to move to the next level. Initially, you start with 100mm sprint, termite rodeo, ear bud javelin and 400mm street skating, but events such as tug of war and aphid-jumping are added as you progress.

I'm surprised there aren't more ant-related games, such as dodging the kettle of boiling hot water, not eating ant poison and avoiding the sadistic kid with a magnifying glass. Ideas for the sequel; developers take note! Initially, I quite liked Antz World Sportz. It's bright, easy to play and very easy to get into. However, the more I progressed, the

more tedious I found it became. Once you've won the 100mm sprint, it's not that much fun having to do it every round. More variety is definitely needed here.
John Hagerty

Weaver's solution to ear wax did seem quite desperate.



Aphid-jumping is a common ant sport, apparently.

Uppers

- + Simple gameplay.
- + Good graphics.

Downers

- Button-bashers aren't for everyone.
- Level of skill between events isn't much.

Summary

A decent, good-looking game that's let down by repetitive gameplay.



52%

REVIEWS

GBX

53

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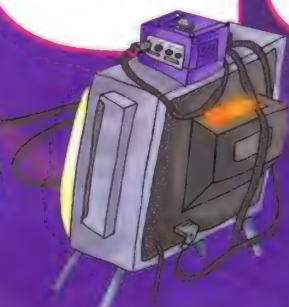


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The road to the GameCube...



CUBE



Hey readers! Y'know, everyone's really excited about Nintendo's GameCube. It's taking the console world by storm in America and Japan, and come the Spring, it will do the same over here. Game Boy Advance owners should be very excited. The Cube offers a special facility whereby mini-games and bonuses can be downloaded onto the handheld for even more gaming fun. Over the next few months, I'll be roving the world checking out the very best forthcoming GameCube offerings. Without further ado, let's take it away...



Sakura

STAR FOX ADVENTURES: DINOSAUR PLANET

Dinosaur Planet was once a primordial paradise, but is now a world torn apart by an evil dinosaur named General Scales. Sections of the planet have been ripped from the surface and flung into low orbit. The General and his legions of mutated dinosaurs are running wild. Enter Fox McCloud. As the planet's only hope, he finds himself facing a brand new challenge in *Star Fox Adventures: Dinosaur Planet*, exclusively for the GameCube. What begins with Fox's discovery of a magical staff soon unfolds into an epic adventure spanning the length and breadth of this shattered world. Players battle enemies, fly



Arwing missions, ride on the backs of enormous dinosaurs and team up with a new sidekick, Prince Tricky. That's right folks – for the first time ever, Fox McCloud leaves his Arwing to take on

enemies hand to hand. Nintendo claim 'ground-breaking graphics', and from what we've seen of it so far, they ain't lying. This could be the first GC blockbuster.



SONIC ADVENTURES 2

This is an important one for Advance owners – it's one of the few games for which a GBA/GC link has been announced. *Sonic Adventures 2* can exchange data with the forthcoming *Sonic Advance*. The core idea is based around the artificial life form, the Chao, who can be brought up and transferred between the two games. They change

both appearance and personality in accordance with the way they are bought up. You can thus raise Chao from your GameCube console outside the confines of your home and battle it out with your friends. It's possible to play these functions on your Game Boy Advance with no cartridge inserted too, but not possible to save data.





Route

PHANTASY STAR ONLINE

Set in the future and utilising elements of the legendary *Phantasy Star* series, *Phantasy Star Online* begins with a scout crew descending from space to investigate an explosion on the planet Ragol. By assuming the role of a fully customisable character, players must unite in packs of four to solve the mystery of what triggered the explosion and what happened to the previous crew who had already arrived on the planet. This game can be played offline, over the Internet or both, with computer-generated mission

companions if necessary. *Phantasy Star Online* runs on a universal time system that makes it easy for gamers to meet online. Using the 'beat'

time, created by Swatch, gamers will have no problem meeting for gameplay regardless of time zones or geographical borders. Beats eliminate time zones and geographical borders by dividing up the virtual and real day into 1000 'beats'. *Phantasy Star Online* took the Dreamcast world by storm, and looks set to do the same on the Cube.



ANIMAL FOREST

This is another game that lets you link with the Advance. It's a remake of the N64 game. With the Advance connected, players can send the main character to a secret island, with the action playing out on the small screen. This can then be unplugged and taken away with you, though if you switch the machine off, you lose the game. You can

but it into battery-saving 'sleep' mode, though. You can also use an art program to make pictures that can be uploaded to the GameCube game and used as textures.



GOLDEN SUN TO SHINE ON GAMECUBE

Nintendo's spellbinding Advance RPG *Golden Sun* is also coming to the GameCube. No information has yet been released, but with any luck, the game will allow Advance gamers to indulge in practice battles between GBA and GC parties. We can hope, anyway...



HARRY POTTER FOR GC

Electronic Arts has announced a Harry Potter game for the GameCube. It's to be a totally original title, and will hit the shelves sometime in 2002.



GC FASTEST-SELLING CONSOLE EVER

According to Nintendo, the GameCube is the fastest-selling games console ever, shifting over half a million units in America in the first week and demolishing the PS2's first-week sales figures.



NEW CONTROLLER UNVEILED

Can you believe this contraption? It's a combined GameCube controller and keyboard, designed for use with *Phantasy Star Online*. It's quite the most ridiculous unit we've ever seen, and we hope a separate keyboard is released so we don't have to use it.



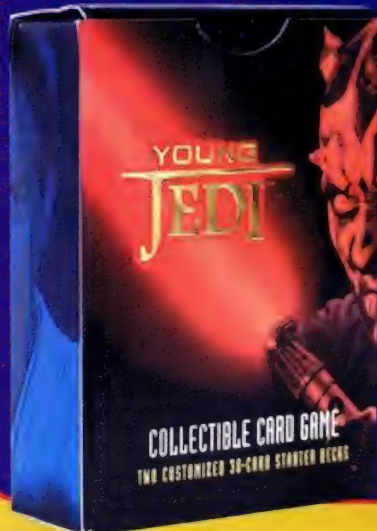
THE KIT BAG

More happening gadgets from around the world...



Young Jedi Collectable Card Game

COMPETITION



You can do more than collect these trading cards. They form a great battle game set in the Star Wars universe too! Splash out on a starter box and you not only get two 30-card starter sets, but also a rulebook explaining how to play. You can complete your collection by buying booster packs of 11 cards. We've got ten prize packs consisting of a starter set and three booster packs each to give away. To stand a chance of winning, just answer this simple question:

Q: Who does Episode One's wonder-child Anakin Skywalker later become?

- A: Obi-Wan Kenobi**
- B: C-3PO**
- C: Darth Vader**

When you think you know the answer, ring our competition hotline or enter online at www.gbxtreme.co.uk. Don't forget to leave your FULL name and address.



Mega Joy II

Nostalgia ain't what it used to be, but some things never change. *Mega Joy II* offers a collection of 76 old-school videogames built into a suspiciously N64-like joypad, showing off some of the roots of games with its of driving, platform, sports, puzzle, shoot-'em-up and beat-'em-up titles.

As a self-contained console and retro-game collection, the *Mega Joy II* is a triumph. Simple to set up and always offering a choice, it's ten-minute-filling properties are plenty. It will bring back fond memories for the older gamers, and teach the young 'uns a thing or two about videogames history. And at £29.95 for 76 games, it puts Game Boy retro compilations into perspective.

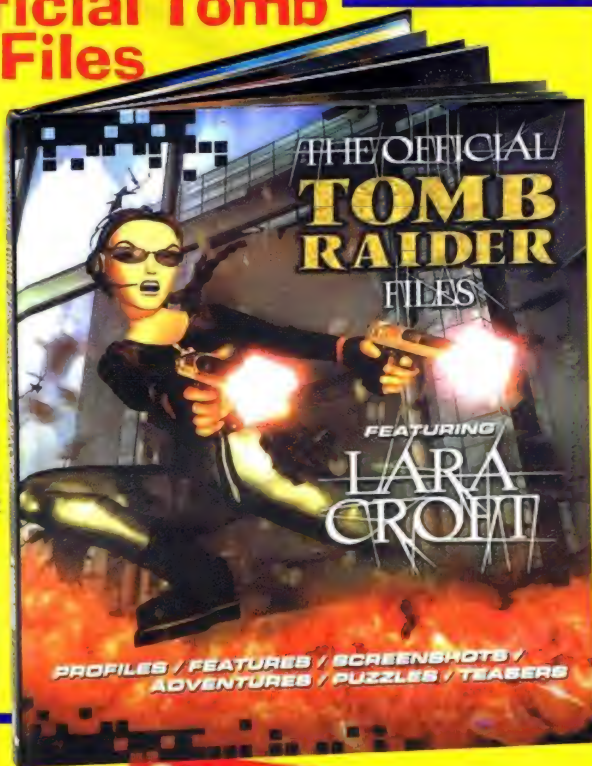


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The Official Tomb Raider Files

Lara's a cow. A cash cow. And boy, are they milking her! The latest tacky-but-lucrative Lara product is Carlton Books' *The Official Tomb Raider Files*, an annual-sized hardback with puzzles, profiles, features, pictures – you know the score. Unfortunately, anyone keen enough on Tomb Raider to actually buy it will have seen most of it before. It's definitely not worth the £8 it sells for, but by now it's probably in the post-Christmas bargain bins at a couple of quid. At that price, it's not bad.



COMPETITION

Skateboards

They look good, they ride good and they are good. They're the most delicious skateboards ever! Made from shapely-designed maple with heavy-duty base plates and axles, the boards feature American-style speed wheels for added zip. Not only that, but they come in two luscious designs, featuring the delectable Buffy the Vampire Slayer and the sublime Lara Croft as featured in the Tomb Raider movie. And we've got three of each to give away! To stand a chance of winning one of these great prizes, just answer this simple question:

Q: Which of the following women is featured on one of the skateboards?

**A: JK Rowling
B: Anne Robinson
C: Lara Croft**



When you think you know the answer (and if you can't work it out, there's no hope for you), ring our Competition Hotline and leave your name and address along with your answer.

The Onion: Our Dumb Century

The Onion is a newspaper with not a shred of truth in its pages. Accurately lampooning the news with stories like 'Disgruntled Ninja Silently Kills 12 Co-Workers' and 'New Mommy A Lot Prettier', they're not frightened to pick at any topic or group.

This book is their take on the events of the last 100 years, set out in the style of front pages of the era. So Friday May 7, 1937 has 'Awesome! Nation Wowed By Tremendous Hindenburg Explosion' splashed across it. With a century of great events to choose from, their satire glands have gone into overdrive. In terms of sheer number of laughs, there hasn't been a funnier book in the history of printing ever. Go to www.firebox.com or any good bookshop to order a copy – it costs a mere £9.95.

FIREBOX.COM

the ONION

PRESENTS 100 YEARS OF
HEADLINES



OUR DUMB CENTURY

By the editors of THE ONION

COMPETITION HOTLINES

Want to win one of our ace prizes? Ring one of the following Competition Hotlines, leaving your name, address and correct answer, or enter online at www.gbxtreme.co.uk.

Buffy/Lara Skateboards 09064 774478

Young Jedi Collectable Card Game 09064 774478

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 2nd January 2002 and close at midnight on 6th February 2002. The editor's decision is final and no correspondence will be entered into.

More crazy codes for the Datel Action Replay GBX!

With the Datel Action Replay GBX hot off the shelves, we thought we'd give ya a whole batch of sizzling Action replay codes. Remember, to use these codes you must have an Action Replay GBX for the Game Boy Advance. Also,

the Master Code, labelled 'IM!' must always be running to let the others do their stuff. Individual cheat codes are optional - Master Codes are not.

Sakura



A PIECE OF



Doom



[M]
C8BF5A14 0767CAD6
CDAD2A92 9BEE4132

Health
9830B40A 1700E582

Infinite Bullets
2A442D4B CD93C886

Infinite Shells
EBE8422A 264E5A81

Infinite Cells
DFA4DC6C ADBC404B

Infinite Rockets
F123FA07 FE1E26B4

Infinite Armour
A579CE28 BFF0AE95

Have Blue Key
BF76B3C9 18CA9F4D

Have Yellow Key
9506D77D A71423DE

Have Red Key
350837EE 37D1C02A

Have Shotgun
A4E9F5B1 5051A549

Have Chaingun
019C50AE 7C44F22B

Have Rocket Launcher
62F848B3 7FD8F176

Have Plasma Gun
1361EFA8 C09416BB

Have BFG 9000
644330F3 C7926AB4

Have Chainsaw
54BB2952 9D9DA348

Midway's Greatest Arcade Hits



[M]
EADC8E937B93770D
5ED73DE813618F61

Defender: Infinite Lives
0A63DE7DFC743D31

Defender: Infinite Missiles
BC5FBE123335F4C5

Defender: Max Score
E45C7095E9E60B7

Robotron: Infinite Lives
C61B7E2F1C021F4F

Robotron: Max Score
41308BE32FC604C9

Joust: Infinite Lives
938FEC92676BA840

Joust: Max Score
ECEA04A161AA373A

Sinistar: Infinite Lives
E51C06363A40DBAB

Sinistar: Max Score
99F1F049D4691AB9

Wario Land 4



[M]
896837559E08713E
89CAGF5A8265EEDB

Max Coins
C9B176C46013520E

Max Heart Gauge
216F61B1FCD26964

Infinite Health
30C141051A944668

Have Keybird
BC19A388E309382D

Have Piece 1
9A6E9691698E4202

Have Piece 2
6F9AFDAE5B193DD2

Have Piece 3
13616CB76A9C317C

Have Piece 4
3CBF137D835D5D1C

Press GS Button For Max Medal
12FEBD428BD7E526
0F778C01E4FC244D

MegaMan Battle Network



[M]
9CF4949A59123557
552753AEE3358E15

Infinite Health In Battle
8FAD9BD7517BF335
1D3C9666F65CD8DB

Press GS Button For 1 Hit
Kills In Battle
C78E657F8CA7B7F2
FB49F2F52EB9926B
7F56A3F0F71CA14A

Infinite Zennys
7F09534C826452F9

Library Complete
7F27483DDF73B1F3
77AB3667AA933414
832444C32966A7B7
490C94CF4F29503B
4213CB7FEA4EC03E
FF2954F6354EBA06
84496A05ACE405AC
F4DB4863D121A9BA

Max Battle Gauge
D15A1B61CCA7E828

Max Busting Level
529A3268C32FE774

Have Mayl Add
B7B263AE466BDC80

Have Yai Add
CBFCA5079198A077

Have Dex Add
501FA019C232EA92

Have Dad Add
8872FE4F8D25743A

Have Sal Add
E3E713A97241B14F

Have Miyu Add
F0B99DB20F8791F0

Have Masa Add
9CFEBE307426FF1C

Have WWW Add
DC25DB58EE2F0012

Have /Dex
795A6FCBF85E7CE1

Have /Sal
3926591130CE3593

Have /Miyu
EB49DD5E1E89D751

Have Hig Memo
4D9029BB04186312

Have Lab Memo
89DC87C39C3CF7B4

Have Yuri Memo
D2962AD42F925252

Have Pa's Memo
43CA5EC9842B7412

Have ACDC Pass
1E0D604567D8323F

Have Govt Pass
6C48AB3A51790E7A

Have Town Pass
2C79EC25D0163E4A

Have Dentures
BD2D01AA2550C3D1

Have Watergun
85109AE4DCFB882A

Have Iceblock
7BF222102BA3062E

Have School ID
2A8BA3310ED568A1

Have SciLab ID
AA77C226F6D5F62F



CODEjunkies

For more great Action Replay codes,
call the Code Junkies Hotline!

09064 774477

Calls cost 60p per minute at all times. Lines are open 24 hours a day, seven days a week.
Please get the permission of the person who pays the bill before ringing Code Junkies Hotline.

THE ACTION



Scooby-Doo and the Cyber Chase



Isaac Infinite PP
D65CD14AA516730D
46DC252AF33185E4

Isaac Max Lvl
2CAB31104773E36C

Isaac Max AT
9650CD4C11F2C6E0

Isaac Max DF
F47C2E06556CAD85

Isaac Max AG
B4584C506BF24634

Isaac Max LK
66387C0E6762569A

The beginning credits will be glitchy with the codes running. After the title screen everything will return to normal.

[M]
B893DD816FAFE610
E446192AD5C9FF30

Infinite Disguises
29988DF536C9E72C

Infinite Health
965EF14C87F8E721

Infinite Lives
DB95026380F7AF75

Golden Sun



[M]
72CB4343F0C15E4F
6F5E501F7FE05A78

Isaac Infinite HP
53AFE8C9F8D0D37
C38589807899E182

Jenna Max AT
72FFB1071FED4B86

Jenna Max DF
84CB543AD581F896

Jenna Max AG
97DBFA7E8490B99D

Jenna Max LK
90937642F5EA65FE

Max Coins
BC6EC209DC07A6D6

Ivan Infinite HP
A5AA7BD68ABF8E2F
ECF23D403C053C2A

Ivan Infinite PP
71F49E8396BCABE4
DD674CC0E2D7A158

Ivan Max Lvl
DF26B778326F52BA

Ivan Max AT
7CDA87AA750C955A

Ivan Max DF
9DB67A42E346525

Ivan Max AG
03D5481C240AD900

Ivan Max LK
2DA59F303D69112F

To activate codes, start a game and once you are in the level press Start, then get back into the game and the codes will be on.

[M]
FA4B9C2301C9A944
80AC00C67948481A

Infinite Health
462603CC92CE677C

Infinite Grenades
5E04F96F49E80E28

Infinite Rapid Fire
A567E053B2CFD4F9

Infinite Super Goo
809CA995F3F14CE9

Infinite RPG
B7720E62E1C3B887

Infinite Goo
0E5805454905538F

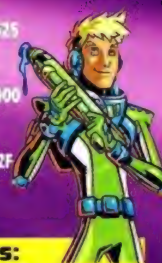
Infinite Thrower
008EB81AED9E054A

Have Red Passcard
5F81AEFD28469DD3

Have Green Passcard
3460287E1057130E

Have Blue Passcard
27B8181ABC28F4D7

Have Yellow Passcard
FCA5F9D55AF5927C



Alienators: Evolution Continues



Have Handle
045A04772FAEA693

Have Message
445B1A390CC8B116

Have Response
02870D4DF6D4B5FA

Have WWW Pin
6888ECC9977A1E2F

Have All Batteries
68B682EAFE072AD9
073F8290714F9949
9E9B87D2005FBA83
30794319E438C967
830FFBD970BF3786

Have Charger
0654436D9116018A

Razor Freestyle Scooter



[M]
2315F3D9DA4586AD
DE4C348EC7F26271

Press AR GBX Button For
Extra Time
27405455F69D3048
AE51F0ECB6C245FB
BF8A5E8E67640E60

Max Wheels
BA2C8F4AF67E83A5

Max Special
EA92B14364FE4557



RETURN FIRE...

Hard-Fort Battles

Dear Sakura,
In Issue Six you rated *Stuart Little* as 7%, saying it was 'pointless, ugly and boring'. Surely the games manufacturers read the magazine? Geez, what kind of remarks do you get from them? And who rated *Fort Boyard*? I've played my friend's, and 31%? More like 2%!

Matthew Holland,
Wallingford, Oxfordshire



Sakura says: Let's get this straight, hon - you imply we shouldn't give a game 7% because the people who made it might object, and then say we should have given another game 2%? If a game's bad we give it what it's worth, whether the manufacturers like it or not. It's YOU we

It's time for you to have your say on all things Game Boy...

make the mag for, not them, and you need to be warned about the bad titles as well as told about the great ones. Regarding *Fort Boyard*, it was a bad game, but not THAT bad. There's worse around, but anyone who buys a game that got 31% in a review must have money to burn.



Pic o' Pikachu

Hi Sakura,
I drew you all a picture of Ash and Pikachu. Hope you all like it - it took me AGES!
Dean Hughes, Ross-on-Wye, Herefordshire

Sakura says: Hey Dean, we love it! Hope you like your T-shirt as much as we like your pic. Oh by the way, is that bookseller still walking around Ross-on-Wye wearing a crown and calling himself King Richard? Just thought I'd ask...



My Pokémon's Got Fleas!

Hello Sakura,
I'm very worried. While playing *Pokémon Silver*, I went to a Pokémon Centre to heal my Pokémon, but when the nurse talked to me, she said something about strange life-forms stuck to it! She couldn't tell me anything, so I walked out and received a phone call from Professor Elm about the life-forms. They're a virus called Pokérus. I don't know anything else about it, apart from that it doesn't seem to do anything and it goes away after a while. Have you got any other info? Will it affect an Action Replay Xtreme if I put Silver on? I'm also worried about battling when there's a possible bug in my cart, waiting to ambush my Pokémon. I HATE that virus! Oh, Sakura, PLEASE help me and my Pokémon out of this! I truly couldn't bear it if Typhlosion or any of my Pokémon were deleted while battling, so c'mon girls

and guys out there, help out a fellow Poké-trainer!
A. Clarke, Clapham, London

Sakura says: First of all, don't worry about the 'virus' deleting your Pokémon or harming your Action Replay. It's not that sort of virus, it's part of the game. It's perfectly harmless. All it does is double the experience an infected

pokémon gets from battles. You can infect your other monsters by depositing them in a box with the infected one, but you can't re-infect cured pokémon. Once they're cured, they're cured for good. It disappears in a few days anyway.

Hope that little lot helps. I wish I could catch a virus and gain double experience from MY battles - if I did, I'd be almost invincible by now!



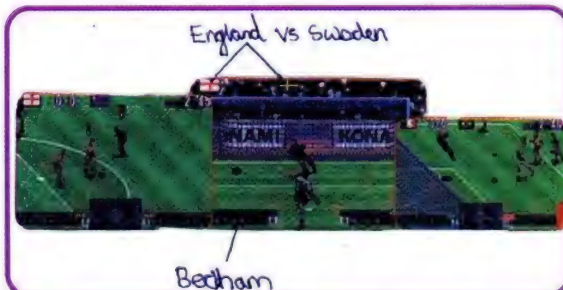
star letter ★ star letter ★ star letter ★ star letter ★ star letter ★ star letter

Psychic Sakura?

Hi Sakura,
Can you see into the future? In Issue Five you showed a preview of *International Superstar Soccer*. In this preview you showed David Beckham scoring a penalty against Sweden, which actually happened quite a while after the mag came out! Sakura, yet again you amaze me.
Daniel Morris, Surrey

Sakura says: I've met scores of bad guys who claim they can see into the future. They've all got one thing in common - they're wrong. Clairvoyance just doesn't exist, and every time a so-called

psychic has his or her powers tested under controlled conditions (so they can't cheat), they've failed miserably. A couple of years ago I busted an alien shapeshifter who thought he could see the future. He'd been telling everybody how he had a vision about great things would be if they gave him lots of money to finance a war against a neighbouring planet. And they paid him! Just before I blew his brains out, I asked him, "didn't you see this coming?" His reply wasn't printable. The Beckham screenshot was a funny coincidence, and no more.



Cart Capers



Hey Sakura,
Can you tell me if there's any difference between the Dattel World Port for Game Boy Color and the Dattel World Port GBX? From the video's advert, they look exactly the same.
Matthew Jones, Cardiff

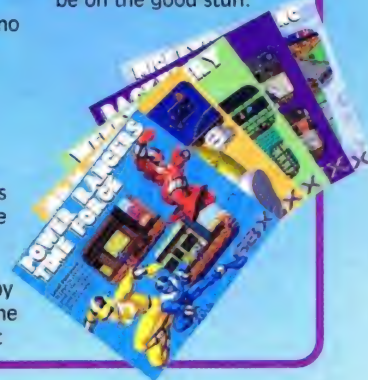
Sakura says: The Action Replay Xtreme is for the Game Boy Color, and the Action Replay GBX is for the Advance. You can use an Xtreme in your GBA, but only to play Color games – the Action Replay Xtreme won't help ya bust Advance titles. That's the job of the Action Replay GBX, which is GBA-only. They're both great tools - I wouldn't be without mine.

On the Cards

Hey Sakura,
Your magazine is the best Game Boy mag I've ever read, but I hate the fact that you always have cheat cards for some bad Game Boy games. Since I don't have an Advance, many of the cheats are no use to me. Apart from that, your magazine is perfect.
Daniel Scott, Windsor, Berks

Sakura says: Hey thanks Daniel – glad you like the mag. Regarding the cheats cards, all Game Boy games are bought by someone, though in some cases, the gamers might

wish they hadn't. Every month we'll bring you cheats for the latest games and a few old classics. We cover one or two weaker games as well, but the emphasis will be on the good stuff.

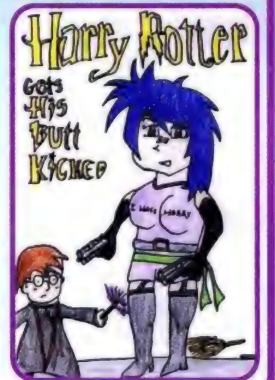


Be Heartless to Harry

Hi Sakura,
I've seen too much of the little dork with glasses and a scar on his head. You know who I mean – Harry Potter! He takes the spotlight off everything good, and now he's trying to weasel his way into the games community. If he dares show his face on the Advance – well, he'll have wished Lord Voldemort had finished him off. I drew a picture of you kicking the little dork's butt.
Ben Randall, Neston, Cheshire

Sakura says: Hey – my bum's not that big! Harry's already on both Game Boys, and his games are surprisingly good. You're

right about me kicking wizards' butts, though. The last magician that tried to put a spell on me came to a sticky end. I stuck his broom up his bum and made him sweep my space ship as he walked.



Mario and Memories

Dear Sakura,
First of all I want to know if the GBC memory card works on the GBA games. Also, I would like to know if you know any cheats for Harry Potter for the GBA, and does your friend Mario



know any good cheats for his GBA game (Super Mario Advance)? The mag is brill and I love the reviews and previews, and especially The Firing Line. Hope the mag will always be as good, and I hope you do get your own game.
Paul, North Lanarkshire, Scotland

Sakura says: I presume you mean the Mega Memory card? For those who don't know, this is a device used to store game saves from Game Boy Color games. It's really useful – you can store up to 100 save files in the Mega Memory, so you never need lose one again. Just the thing if you want to

save a game without losing your previous save positions, just in case you need to retrace your steps if you make a mistake. It will indeed work on the Advance, but only for Color games. It's just not designed to work with Advance games. We did a solution for Super Mario Advance in Issue three. Order one through back issues if ya missed it! No cheats for Harry Potter, though – yet!



Grin and Bear It...

Yo Sakura,
I really like your mag but can you tell me how to get Ebisumaru in Konami Krazy Racers? I heard you do it with Bear Tank. I hope you like my picture too.
Tom Powell, Chiswick, London

Sakura says: Hey, I love it! He looks like a mercenary I worked with when I took on the dreaded Warlord of Jinn. He was one tough cookie. Regarding Ebisumaru, first unlock Bear. Play the Ganbare Dochu One and Two tracks with Bear and beat the record time to unlock Ebisumaru. And if you don't know how to unlock Bear, you start a race on the Cyber

Field Two track. Collect the blue diamond between the two holes near the finish line. Complete the race and save – Bear is unlocked on the character selection screen.



Time to get writin', folks. We've got a fistful of new prizes for our Star Letter writer – three ace Rocket games for the Game Boy Color. You get Space Invasion, Painter and Karate Joe – kewl or what? And for the rest of our lucky letter writers, there's a CodeJunkies T-shirt (girl not included). Choose from Medium or Extra-Large. Send all your merry missives and ace artwork to:
Sakura, GBX Magazine, Stafford Road, Stone, Staffordshire ST15 0DG or e-mail on sakura@gbxtreme.co.uk



BACK WITH A BANG!

COMPLETE YOUR COLLECTION OF GBX MAGAZINE...

Missed an issue of GBX? No worries. Just order it through our back issues service. Just ring our £1.50-a-minute phone line, and the cost of the mag is covered by the call. Simple!

Issue One!

SOLD OUT



Issue Two!

Our sizzling second issue featured: Bomberman Tournament, ET Championship, Tony Hawk's Pro Skater 2 and Twenty and the Magic Game on the Advance.

1982, Commander Keen, FA Premier League STARS 2001 and Prince Nauseum Boxing had an all-star Game Boy Color cast.

On the video, there's Bomberman Tournament, Pokémon Crystal, Final Fight One and VIP, among others.

Issue Three!

Issue Three's Advance games included Army Men Advance, Denki Blockol, Earthworm Jim, Fire Pro Wrestling, Hot Palace and High Heat Major League Baseball 2002. On the Color there was an exclusive review of the amazing Tomb Raider: Curse of the Sword, Sony's Tennis, Mat Hoffman's Pro BMX, Nervouslex, Denki Blockol, The Mummy returns and Kenia: Warrior Princess.

Not only that, there's a feature on emulation, and a complete solution for Super Mario Advance. On the video is exclusive footage of Tomb Raider: Curse of the Sword, Ready to Rumble Boxing: Round 2, Colin McRae Rally and Tony Hawk's Pro Skater 2.

Issue Four!

Mario Kart Super Circuit leads the Advance pack in Issue Four: Find out why it's so cool. Also, check out BackTrack, Disney's Atlantis: The Lost Empire, Final Fight One, Iridion 3D, LEGO Island 2, LEGO Racers 2, MX 2002, Spider-Man Mysterio's Menace and more. For the Game Boy Color Crowd, there's Micro Maniacs, Pokémon Crystal, Zidane Football Generations, Universal Monsters: Dracula and more!

Not only that, but we've also got a hot feature on original GBA games, a complete solution to Tony Hawk's 2 and Mario Kart, Microsoft Pinball, Super Street Fighter II Turbo Revival, Speedball 2 and many more on the vid!

Issue Five!

Issue Five's high points include a sizzling Wario Land 4 review. Is it the greatest platformer ever? Other Advance games on offer include Advance Wars, ESPN Final Round Golf, F-14 Tomcat, Lady Sia, Super Dodge Ball Advance, Super Street Fighter II Turbo Revival and LEGO Bionicle. On the Game Boy Color is Stuart Little: The Journey Home, Keep The Balance, Disney's Atlantis, WWF Betrayal and Wendy: Every Witch Way.

On the video there's Wario Land 4, Fortress, WWF Betrayal, exclusive footage of the GameCoke in action and previews of Mario Advance 2 and Golden Sun.

Issue Six!

There was so much to pack into Issue Six we had to cram in more pages! Reviews include Spyro the Dragon, Ecks Vs Sever (Golf), Driven, Crusies Advance and WWF: Road to Wrestlemania. On the Color there was Fort Boyard, Santa Claus Jr: The Fish Film and The World is Not Enough. A sizzling feature Movie wide open the Game Boy games that let you link carts.

On the video, check out Pokémon Crystal, Nidji Kong Pilot, Advance Wars, Ma Police: Cat Planet and an interview with Westwood's David Gross.

Issue Seven!

Our Best of the Best feature blows open the finest GBA and GBC games in each genre. Essential buying recommendations! We review Doom, Mech Platoon, Batman Vengeance, Namco Museum, Harry Potter and the Philosopher's Stone GBA, Ronald Duck Advance, Klonoo: Empire of Dreams and more!

On the video, we gave you the lowdown on the ten best GBA games so far, as well as reviews of Resident Evil Gaiden, Klonoo: Empire of Dreams and Steven Gerrard's Total Soccer 2002.



ACTION TIPS

Are you ready for action? With our cut-out-and-keep cheat cards, you're always prepared!



1: First, cut out your sizzling Action Tips coupons.



2: Store them in your game boxes, along with the cart. If you haven't got the game, keep it somewhere safe in case you decide to buy it one day.



3: Whenever you play the game, you've always got the cheats handy!

ACTION TIPS:
SPONSORED BY

Xtreme
THE ULTIMATE CHEAT FROM EASTASIAN FOR GAME BOY

**ACTION REPLAY
GBX**

The greatest cheat carts
ever to hit the handheld...

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Terms and conditions: Calls cost £1.50 a minute at all times. Lines are open 24 hours a day, seven days a week. Offer available to UK residents only.

ACTION TIPS

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.

ONLY FOR

GAME BOY ADVANCE

DEXTER'S LABORATORY



CARTOON NETWORK

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DRIVEN

What drives YOU?



Nintendo



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ECKS SEVER



Nintendo



bam!

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F-14 TOMCAT



EVERYONE
E
ESRB



ONLY FOR

GAME BOY ADVANCE

Disney PIXAR MONSTERS, INC.



EVERYONE
E
ESRB



Disney
INTER
ACTIVE
P

THQ

INFINITE
AMMOEXTRA
CHARACTERSINFINITE
HEALTHEXTRA
VEHICLESALL
WEAPONSINFINITE
LIVES

DEXTER'S LABORATORY: DEESASTER STRIKES

Cheats

LLRR RRRR LLRR LLRR
LRRR RRRR LLRR LLRR
LLRR RRRR LLRR LLRR
LRRR RRRR LLRR LLRR
LRRR RRRR LLRR LLRR
LRRR RRRR LLRR LLRR
LRRR RRRR LLRR LLRR
LRRR RRRR LLRR LLRR
LRRR RRRR LLRR LLRR
LRRR RRRR LLRR LLRR

Low Gravity - Dexter jumps higher
Reversed Controls - the D-Pad controls are reversed
Strong Enemies - Enemies are harder to destroy
Fast Enemies - Enemies move faster
Slow Enemies - the enemies move more slowly
Slippery Floor - Dexter slides on the floors
Fast Dexter - Dexter moves faster
Less Damage - Dexter takes less damage when hit by enemies
Extra Life - adds an extra life (9 max)
More Ammo - adds more ammunitions



ACTION REPLAY

(m)

54D2E59C F6A56FA6
CCF5D4D4 BEB0E237

999 Dee-dees

6B7C8D9B 86D68271

Infinite Health

872B72B4 C0B8E4E5

Have Screwdriver

20DB7D4D E577874F

Have Wrench

C0E54A36 2D2019EF

Have Pliers

0F102D5B 83C8CA59

Have Soldering Tool

366DA534 539DA15E

Have Hammer

E6D21936 6FE02221

Have Drill

B2BBE95B E1C7B26D

Have Zapatron

8551EDF1 F8961C9E

Have Slugator

00441688 9014481A

Have Grey Keycard

4E34AB6C 084E1179

Have Blue Keycard

C1E0D099 203E90F8

Have Red Keycard

790B718F 53896AF3

Have Yellow Keycard

AA5DA719 BACE90BC

Have Brown Keycard

D6112FB3 E6882442

Have Green Key

94A16AA4 363363F0

Have Red Key

27323CBD 32797225

Have Yellow Key

502213FE 46623D6D

Have Red Gem

33EA619D 2F5689D7

Have Green Gem

33DBFE5F 7962E1A7

Have Blue Gem

D7DD1776 35049D28

Have Yellow Gem

ACAEB929 16FDB4A6

GS Button for Slow

78960794 27667199

GBX

ECKS VS SEVER

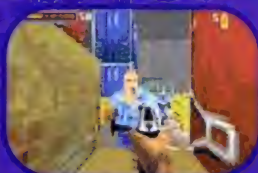
Level Codes

Ecks' Codes

2 EXTREME
3 EXCITE
4 EXCAVATE
5 EXCALIBUR
6 EXTORT
7 EXPIRE
8 EXACT
9 EXHALE
10 EXHUME
11 EXONERATE
12 EXPEL

Severs' Codes

2 SEVERE
3 SURVIVE
4 SAVANT
5 SUFFER
6 SULPHUR
7 SERVE
8 SEETHE
9 SEVERAL
10 SEVERANCE
11 SAVAGE
12 SACROSANCT



GBX

DRIVEN



Cheat Codes

Unlocks all cars and tracks: 2, 9, 8, 0, 1
Unlocks Game Stop Car: 0, 7, 9, 1, 3
Unlocks Master Car: 6, 2, 9, 7, 2

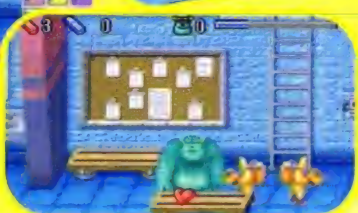


GBX

MONSTERS, INC.

Level Passwords

Level 2: YMB2VN
Level 3: LRB13G
Level 4: 4RB97C
Level 5: 70CZB9



GBX

F-14 TOMCAT

Level Passwords, Novice Difficulty

Level 2: DHGJ KLFF
Level 3: GSDF BFPT
Level 4: RRHC FDVM
Level 5: BPSX FDNF
Level 6: LDFS DTKQ
Level 7: PXSB SZNJ
Level 8: DKXZ GZOK
Level 9: GKQB GHCT
Level 10: DTRH RPFJ
Level 11: WZPK JYXZ
Level 12: JDZFLKFV
Level 13: SPNG DRRG
Level 14: SFGF JHDD

Level 15: LPFH PRFZ
Level 16: TDKZ XSHX
Level 17: DGBV KMN8
Level 18: KJHG RJCB
Level 19: VBMO RWTP
Level 20: LKFD SPBV
Level 21: NHDC DKPM



GBX

ACTION TIPS

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.



INFINITE
AMMOEXTRA
CHARACTERSINFINITE
HEALTHEXTRA
VEHICLESALL
WEAPONSINFINITE
LIVES

GAME BOY ADVANCE

Adjust Screen Size

When playing a Game Boy or Game Boy Color game, press L to make the screen wider, and R to return it to Game Boy Color size.

In-Game Reset

While playing a game, press A+B+Start+Select to reset most games.

Pause Loading

At the introduction screen after the first sound (the swoosh), press Start+Select. The Nintendo logo should disappear as it makes the Mario pause sound, and the system pauses. Then press any button after the second sound (ping) to bring back the Nintendo logo with another sound, and the game continues to load. This feature is intended for when you want to link to other Game Boy Advances and play a game with only one cart.



GBX

CHUCHU ROCKET



Hard mode

Successfully complete all normal stages in puzzle mode to unlock the hard puzzles in 1P puzzle mode.

Special mode

Successfully complete the hard puzzles to unlock the special puzzles in 1P puzzle mode.

Mania mode

Successfully complete the special puzzles to unlock mania mode in 1P puzzle mode.

Faster credits

Hold B to make the credits scroll faster.



TONY HAWK'S PRO SKATER 2

PART 2

Character's Special Moves

Chad Muska

Mute Backflip: ↑, ↓, +R
Half Flip Casper: →, ←, +L
BS Hurricane: →, ←, +A

Andrew Reynolds

Notleflip Underflip: →, ←, +L
Heelflip Darkslide: →, ←, +A
BS Hurricane: →, ←, +A

Geoff Rowley

Half Flip Casper: →, ←, +L
Double Hardflip: →, ←, +L
Rowley Darkslide: →, ←, +A

Elissa Steamer

Indy Backflip: ↑, ↓, +R
Hospital Flip: →, ←, +L
Madonna Tailslide: ↑, ↓, +A

Jamie Thomas

Laser Flip: v, →, +L
Kickflip 1 Foot Tail: →, ←, +L
Berli F-Flip Crooks: →, ←, +A

Spider Man

First, enter the following cheat at the main menu or in-game pause screen to unlock Spider Man. While holding R, press ↑, ↓, →, ←, +A, Start.

Here are Spidey's Specials:

Spidey Flip: ↑, ↓, +R
Spidey Grind: →, ←, +A
Spidey Variat: →, ←, +L

Mindy

First, to get Mindy, you have to get 100% on everything (including all the money, two gold medals, and full stats) for every skater. This unlocks Mindy.

Here are Mindy's Specials:

Teargas Slide: →, ←, +A
386 Backflip: ↑, ↓, +R
Rubber Bullet Flip: →, ←, +L



GBX

TONY HAWK'S PRO SKATER 2

PART 1

Character's Special Moves

Bob Burnquist

Rocket Air: →, ←, +R
BS Rocket Tailslide: ↑, ↓, +A
One Foot Smith: →, ←, +A

Steve Caballero

FS 540: →, ←, +R
Triple Kickflip: ↑, ↓, +L
Hang Ten: →, ←, +A

Kareem Campbell

Ghetto Bird: ↑, ↓, +L
Nosegrind to Pivot: ↑, ↓, +L
Spidey Grind: →, ←, +A

Rune Glifberg

Christ Air: →, ←, +R
Kick Flip 1 Foot Tail: →, ←, +L
One Foot Bluntside: →, ←, +A

Tony Hawk

The 900: →, ←, +R

Sacktap: ↑, ↓, +R
BS Overturn: →, ←, +A

Eric Koston

Pizza Guy: →, ←, +R
Indy Frontflip: ↑, ↓, +R
Fandangle: →, ←, +A

Bucky Lasek

Finger Flip Airwalk: →, ←, +R
One Foot Japan: ↑, ↓, +R
The Big Hitter: →, ←, +A

Rodney Mullen

Triple Heelflip: →, ←, +L
Hardflip Late Flip: ↑, ↓, +L
Nosegrab Tailslide: ↑, ↓, +A



GBX

CHICKEN RUN

Level Skip

Enter Honor, Valor, Bronze, Silver as a password. Pause the game and press Select to advance to the next level.

Invisibility

Enter Crown, Bronze, Honor, Valor as a password.

Infinite time

Enter Diamond, Honor, Cross, Crown as a password.

Medal system

The game's passwords work by entering various medals. To change the default medal (Bronze) to one of the others, press Down the following number of times:

Cross: Press Down
Valor: Press Down x2
Silver: Press Down x3
Honor: Press Down x4
Bravery: Press Down x5
Crown: Press Down x6
Diamond: Press Down x7

Level passwords

2Bronze, Cross, Crown, Bravery
3Diamond, Bravery, Honor, Bronze
4Cross, Bravery, Bronze, Bronze
5Honor, Crown, Diamond, Crown
6Valor, Diamond, Cross, Silver
7Honor, Valor, Cross, Bronze
8Diamond, Silver, Cross, Crown
9Honor, Valor, Bravery, Diamond
10Bronze, Bravery, Cross, Bravery



ACTION REPLAY

Infinite Road

GBX

MTV SPORTS: T.J. LAVIN'S ULTIMATE BMX

Dirt jump courses

Enter 6Y8BQBB8CBF to unlock dirt jump courses in practice mode.

Level passwords

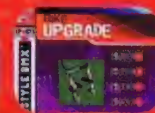
2 VB8CWBB8CX9
3 LB8B8BB8CX9
4 4B8CB8BB8CX+
5 GHBFLBB8CX9
6 ZY8B8BCDFX7
7 QH8B8BCGVX5
8 BDVBB8CGVX7
9 DB8DZ8CGVX+
10 XZ8FW8CGVX4
11 N+BD8BC4YX7



ACTION REPLAY

Stop Timer
0150E9C20199F0C2
0199F1C2Max Score
0199EFC2

GBX



X

SOLUTIONS • TIPS • PLAYER'S GUIDES

TREME

solutions



STREET FIGHTER II



The game that invented combos comes to the GBA, and we beat it up good...

If ever there was a game that needs no introduction, this is it. However, it's going to get one regardless, so here goes. *SSF2 Turbo* is widely regarded as the definitive version of the *Street Fighter 2* series, and we should all fall down to our knees and give praise to the mighty Capcom for choosing this as the version to be ported to GBA. It's nothing short of a miracle that a game originally designed for the arcades has survived this long and has made the transition to handheld gaming so effortlessly. God, we love it. There's no strategy to speak of in *SSF2*: learn the moves and

inflict maximum damage in minimum time. This version includes some of the bonus stages from the original including the timeless 'beat up a car' bonus level, which never fails to bring a nostalgic tear to the eye. If you need to learn what you're doing before diving straight in, there's a comprehensive Practice Mode, and when you're feeling a bit cockier about life in general, it's worth honing your skills in Survival Mode. All in all, *SSF* made its name as a multiplayer game, so buy the link cable, read this guide and beat your friends to a bloody pulp.

Basic Moves

■ This version of *SSF2* suffers slightly in comparison to console ports in that there aren't quite enough buttons for the job on the Game Boy. This has been overcome by mapping Light and Medium attacks on the A and B buttons, dependent on how long the button is depressed. Thus, a soft, quick tap on the button will give you a Light attack whereas a harder press unleashes a Medium-level attack. Shoulder buttons take care of the heavier attacks, and directional buttons are self-explanatory. Basic punches and kicks should be bread and butter to hardened gamers like yourselves, so below we've listed those slightly-special manoeuvres which can make

you a legend in your own lunchtime. Each character has a Super Combo move that can only be activated when your Super Combo Bar is fully lit. Use this move sparingly and effectively, as there is nothing worse than a wasted super combo. Used correctly, this inflicts severe damage on your opponent and makes you feel good about yourself to boot.

RYU

■ Ryu is the ultimate fighting machine and possibly the strongest character of all. This man had generations of children attempting Dragon Punches in the playground.

Move List Key

- [D] - Down
- [U] - Up
- [L] - Left Shoulder
- [R] - Right Shoulder
- [F] - Forward
- [B] - Back
- [P] - Punch
- [K] - Kick

But you'd worked that out already, so let's have some moves...



- Fireball: [D], [D/F], [F]+[P]
- Dragon Punch: [F], [D], [D/F]+[P]
- Hurricane Kick: [D], [D/B], [B]+[K]
- Shikunetsu Hadoken: [B], [D/B], [D], [D/F], [F]+[P]
- Rushing Punch: [F]+[P]

- Super Combo - Shinku Hadoken: [D], [D/F], [F], [D], [D/F], [F]+[P]

KEN

■ Ken is Ryu's pal and made of the same stuff, with an eye for the women. Not that it's going to help you much here. The trusty old Dragon Punch might though...

- Fireball: [D], [D/F], [F]+[P]
- Dragon Punch: [F], [D], [D/F]+[P]
- Hurricane Kick: [D], [D/B], [B]+[K]
- SSshoryu Reppa: [D], [D/F], [F], [D], [D/F]+[P]

■ Super Combo - Nata Otoshi Geri: [F], [D/B]+[K]



GUILE

■ Guile is mean and agile, though his hairstyle leaves something to be desired. Sonic Booms are a special favourite.

- Sonic Boom: [B] for two seconds, [F]+[P]
- Side Kick: [B] or [F]+Heavy [K]
- Backfist: [F]+Heavy [P]
- Knee Hop: [B] or [F]+[K]
- Somersault Kick: [D] for two seconds, [U]+[K]

■ Super Combo - Double Somersault Kick- [D/B] for two seconds, [D/F], [D/B], [U/F]+[K]



CAMMY

■ Cammy - Mmmm, yes please...

- Spiral Arrow: [D], [D/F], [F]+[K]
- Cannon Spike: [F], [D], [D/F]+[K]
- Spinning Knuckle: [B], [D/B], [F]+[P]
- Hooligan Combo: [B], [D/B], [D], [D/F], [F], [U/F]+[P]

■ Super combo - Spin Drive Smasher: [D], [D/F], [F], [D], [D/F], [F]+[K]



It's Easy...

■ If you don't possess triple-jointed fingers, then you may have trouble with these, although you can take some pleasure from the fact that you're not a genetic freak. Luckily, the developers have catered for us normal types and provided us with the 'easy special moves' option. With this you can perform most moves using a directional key and an action button. Although in a way, it's admitting defeat.

DEE JAY

■ Dee Jay - One of the newer editions to the SSF stables, this man is cool in the extreme.

- Maximum Jack Knife: [D] for two seconds, [U]+[K]
- Max Out: [B] for two seconds, [F]+[P]
- Hyper Fist: [D] for two seconds, [U]+[P], then tap [P]

Double Dread Kick: [B] for two seconds, [F]+[K]

■ Super Combo - Dread Carnival: B for two seconds, [F], [B], [F]+[P]

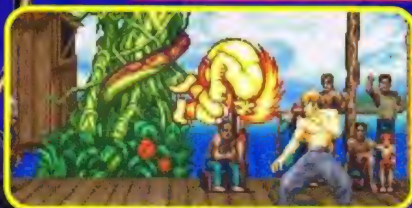


BALROG

■ Balrog - Pugilist extraordinaire.

- Ground Dashing Punch: [B] for two seconds, [D/F]+[P]
- Ground Dashing Uppercut: [B] for two seconds, [D/F]+[K]
- Dash Punch: [B] for two seconds, [F]+[P]
- Uppercut: [B] for two seconds, [F]+[K]
- Final Punch: Light [P]+[K] for two seconds
- Headbutt: [D] for two seconds, [U]+[P]

■ Super Combo - Crazy Buffalo: [B] for two seconds, [F], [B], [F]+[P] or [K]



BLANKA

■ Blanka - Green, monstrous and evil, his rolling attacks are difficult to defend against.

- Electric Thunder: Hit [P] repeatedly
- Sliding Punch: [D/F]+Heavy [P]
- Rolling Attack: [B] for two seconds, [F]+[P]
- Vertical Rolling Attack: [D] for two seconds, [U]+[K]
- Backstep Rolling: [B] for two seconds, [F]+[K]

■ Super Combo - Ground Shaving Roll: [B] for two seconds, [F], [B], [F]+[P]

CHUN LI

■ Chun Li - Interpol's favourite female agent, if the film is to be believed. Which it's not. Fast and effective.

- Hyakuretsukyaku: Hit [K] repeatedly
- Neck Flip Kick: [D/F]+Heavy [K]
- Back Flip Kick: [D/F]+Light [K]

■ Spinning Bird Kick: [B] for two seconds, [F]+[K]

■ Kikoken: [B] for two seconds, [F]+[P]

■ Tenshokyaku: [D] for two seconds, [U]+[K]

■ Super Combo - Senretsukyaku: [B] for two seconds, [F], [B], [F]+[K]



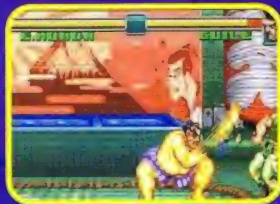


E. HONDA

■ Eddie Honda – The world's favourite Sumo. The hundred-hand slap is timeless.

- Hundred Hand Slap: Hit (P) repeatedly
- Oicho Throw: (F), (D/F), (D), (D/B), (B)+[P]
- Sumo Head Butt: (B) for two seconds, (F)+[P]
- Sumo Smash: (D) for two seconds, (U)+[K]

■ Super Combo – Oni Muso: (B) for two seconds, (F), (B), (F)+[P]



FEI LONG

■ Fei Long is another relative SSF newbie. Tricky to master...

- Hurricane Kick: (B), (D/B), (D), (D/F), (F), (U/F)+[K]
- Rushing Kick: (F) + Heavy [K]
- Shienkyaku: (B), (D), (D/B)+[K]
- Rekkaken: (D), (D/F), (F)+[P]

■ Super Combo – Rekka Shinken: (D), (D/F), (F), (D), (D/F), (F)+[P]

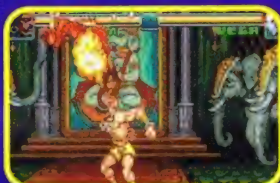


DHALSIM

■ Dhalsim – Mad Indian Yoga nutcase. Difficult, but infinitely rewarding.

- Yoga Fire: (D), (D/F), (F)+[P]
- Yoga Flame: (B), (D/B), (D), (D/F), (F)+[P]
- Yoga Blast: (B), (D/B), (D), (D/F), (F)+[K]
- Yoga Teleport: (F), (D), (B), (D), (D/B)+[P]

■ Super Combo – Yoga Inferno: (B), (D/B), (D), (D/F), (F), (B), (D/B), (D), (D/F), (F)+[P]



SAGAT

■ Sagat, our personal favourite.

- Tiger Knee Crash: (D), (D/F), (F), (U/F)+[K]
- Tiger Uppercut: (F), (D), (D/F)+[P]
- Tiger Shot: (D), (D/F), (F)+[P]

■ Ground Tiger Shot: (D), (D/F), (F)+[K]

■ Super Combo – Tiger Genocide: (D), (D/F), (F), (D), (D/F)+[P]



T. HAWK

■ T. Hawk! Not the skateboarder, the Red Indian...

- Mexican Typhoon: 360+[P]
- Tomahawk Buster: (F), (D), (D/F)+[P]
- Condor Dive: (P)+[K] whilst airborne

■ Super Combo – Double Typhoon: 2 x 360+[P]



M. BISON

■ M. Bison, the evil mastermind...

- Head Press: (D) for two seconds, (U)+[K]
- Devil Reverse: (D) for two seconds, (U)+[P] then (P) when close

■ Psycho Crusher: (B) for two seconds, (F)+[P]

■ Scissor Kick: (B) for two seconds, (F)+[K]

■ Super Combo – Knee Press Nightmare: (B) for two seconds, (F), (B), (F)+[K]



VEGA

■ Vega, the bullfighter.

- Claw Roll: (B) for two seconds, (F)+[P]
- Backslash: (P)+[K]
- Scarlet Terror: (D/B) for two seconds, (F)+[K]
- Wall Jump: (D) for two seconds, (U)+[K]
- Claw Dive: Wall Jump, any direction+[P]
- SkyHigh Claw: (D) for two seconds, (U)+[P], (P)
- Flying Barcelona Attack: Wall Jump, (P)



■ Super Combo – Rolling Claw Dive: (D/B) for two seconds, (D/F), (D/B), (U/F)+[K], (P)



ZANGIEF

■ Zangief, choice of the professionals...

- Screw Pile Driver: 360+[P]
- Quick Double Lariat: (D), (D/B), (B)+[K]
- Double Lariat: (D), (D/B), (B)+[P]
- Banishing Flat: (F), (D/F), (D)+[P]
- Atomic Suplex: 360+[K] when close enough to throw
- Flying Power Bomb: 360+[K]

■ Super Combo – Final Atomic Buster: 2 x 360+[P]



But Guess Who's Still to Find?...

■ Don't panic, SSF2 purists. Ryu and Ken's alter ego, Akuma, does make an appearance, but only as an unlockable character. To play as Akuma, just notch up 5000 points, or a mere 9999 points to participate as Shin Akuma.





Final Fight ONE

**Punch your way through
Capcom's scrolling fighter with our
sizzling solution...**

This game will be familiar to older readers who misspent their youth hanging around arcades, and possibly to younger readers who are in the process of doing so at the moment. Somewhere, in the darkest corner of the room, behind the fruit machines, you still might find the fantastic scrolling arcade beat-'em-up that was *Double Dragon 2*. Simple in the extreme, but ridiculously addictive, *True Double Dragon* masters could get through the whole game single-handedly on 20p, but the rest of us spent

frustrating hours pumping our dinner money into the slots only to run out of cash at the last hurdle and have to limp hungrily home, tired and broken men. This was undoubtedly the inspiration behind *Final Fight*. Set in Metro City, the game follows the journeys of three heroes attempting to rescue the lovely Jessica from the clutches of the Mad Gear Gang, a ruthless collection of thugs, commandos and assorted weirdos who control the streets of the city. Whilst the game only features three

combatants, the sheer amount of enemies means learning combos and killer moves is a must. We've pulled out all the best moves and strategies to ensure your *Final Fight* does not become your last - if you see what we mean...



The Characters

MIKE HAGGAR

■ Haggar is an ex-wrestler and the mayor of Metro City. It's his daughter who's been kidnapped, so as you might expect, he's mighty angry about the whole thing. His most effective move is the piledriver, and his weapon of choice is a lead pipe.



CODY

■ Cody's a streetfighter by trade, and Jessica's boyfriend. He also seems to be a trifle upset at her abduction. The dirtiest fighter of the team, Cody is happy to pick up discarded knives and use them to stab his opponents. Nasty git.



Basic Techniques and Moves

Chain Combination

■ This is the first move you should master as it takes the form of a number of blows, followed by a knockdown. The worst thing you can do in *Final Fight*, especially if surrounded, is to leave your opponent standing after you've attacked. If you have a

number of enemies attacking you, work your way through them, flooring them one after the other and repeating the process until you're past them. Leaving one on his feet means he attacks you whilst you are targeting the next one.

Haggar attacks with three hits, Cody with four, and Guy with five, but their speed and power are dependant on the character, Haggar being the slowest but the most powerful and so on. These combos are achieved by pressing attack repeatedly.



Grabs and Throws

■ To grab your enemy, walk into them. From here you have a number of options. Most effective is a throw, as you can knock down other opponents with the one you are throwing. Cody and Guy get the best distance with their shoulder throws but Haggar executes a very effective suplex, which is useful against single enemies. To throw an opponent, walk into them to grab them and then press a directional button and attack. If you have a bit more time and are not trying to take out

additional foes, hold onto your enemy and give them a bit of a softening-up. Cody and Guy perform three knees to the stomach, a move straight out of *Double Dragon*, whilst Mike favours the headbutt. To perform this,

grab your opponent and press Attack repeatedly. To make sure they're not left standing, use a directional button to throw them as you finish this move.



Jumping Attacks

■ These should be used only as the beginning of a combo as they often leave the enemy standing. Pressing Jump followed by Attack launches the standard attack, which is too weak to be of much use, but pressing Down as you attack unleashes a more powerful manoeuvre, particularly if you are playing as Haggar who performs a belly flop. Most useful of all though, is the spinning attack achieved by pressing Jump and Attack simultaneously. This drains your energy, but makes you

invincible for a short time and is handy for getting out of tricky situations. The reverse jump attack allows you to jump back over the baddie's heads whilst handily remaining forward-facing. If timed correctly, you may also knock some of them down as you jump. To perform this, press jump, followed by back a split second later, then press the Attack button as you are in mid-air.



GUY

■ Well, every team needs a ninja, and in *Final Fight*, Guy is it. He doesn't appear to have any direct interest in rescuing Jessica, so we can only assume he's one

of those people who just likes a good punch-up. His flying kicks come in very handy indeed, and his skill with a samurai sword makes him a good choice.



■ Many players opt for Cody, as the most balanced fighter of the team. As a wrestler, Haggar is powerful but slow, and at the opposite end of the scale, Guy is very fast, but his blows lack the force of the other two.

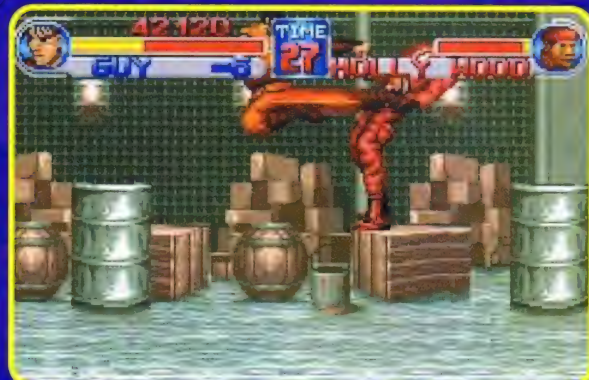


■ These are the basic techniques and should help you through the minefield that is the first few levels. Once you've perfected this, you may start wanting something a bit more complex...



Guy's our Favourite...

■ Simply because he's fast and he can bounce off walls. You can use any wall or post to launch yourself across the screen scattering the opposition in your wake. Simply jump against the wall, and as you hit it jump in the other direction. Try it, it's fun.



Super Damage Combos...

■ We have just the moves for you, so are your fingers feeling bendy yet? Try these three combos for instant slaughter of most enemy characters. If you can do these, you can do anything, so we feel we have left you sufficiently prepared.

■ Haggar: Chain Combo for two hits, Grabbing headbutt for two hits, piledriver.

■ Cody: Jumping knee attack, Chain Combo for three hits, grabbing knee attack for two hits, throw.

■ Guy: Jumping knee attack, Chain Combo for four hits, grabbing knee attack for two hits, throw.

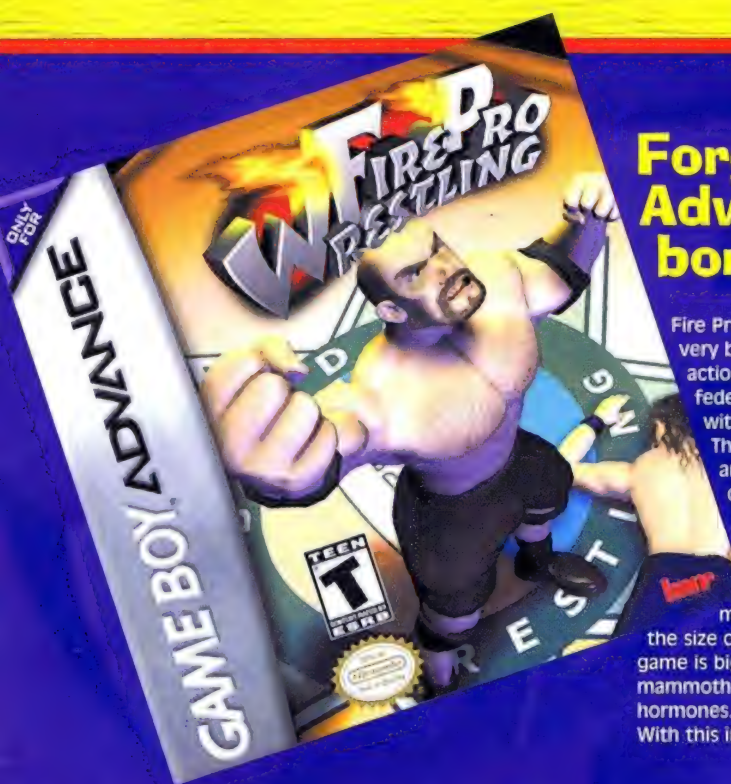
Time these correctly and the poor little buggar you're fighting never gets the chance to get a punch in – promise.



History of the Game

■ This game entered development in the late 1980s, the brainchild of Capcom's Yoshinori Okamoto. It was finally ready for the arcades in 1989, and was hailed as the ultimate scrolling beat-'em-up. When you consider it has been around for more than a decade, on a variety of different consoles and systems, you cannot help but be impressed.





Forget the WWF. This is the Advance's most marvellous bone-bender!

Fire Pro is wrestling at its very best, featuring action from different federations, though with a Japanese bias. The game is huge and complex, with over 200 different wrestlers to choose from and a good selection of gameplay modes. Considering the size of the GBA, this game is bigger than a bulimic mammoth on growth hormones. With this in mind, whilst we

would dearly love to list all the special moves and wrestlers available to you, we just don't have the time or the space. However this has not dampened our desire to get you through the game in one piece, so we've picked out some of the best tactics and modes and given you the basic moves to get you through the worst of it. Damn, we're good to you lot.



Basics + Controller Guide

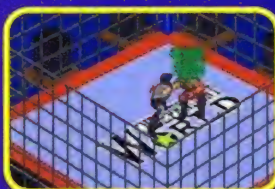
Whilst Standing

- [B] - Light Attack
- [A] - Medium Attack
- [A] + [B] - Strong Attack
- [R] - Run (+ directional)
- [L] - Breathe
- [Select] - Taunt



Face to Face with Opponent

- As soon as you get close enough to the other wrestler, they take hold of each other. The buttons you press at this stage define what you do next.
- Attacks and Moves can be varied by using different directional buttons in conjunction with the buttons above.
- [B] - Light Attack
- [A] - Medium Attack
- [A] + [B] - Strong Attack
- [R] - Get Opponent on ropes
- [L] - Headlock



Facing Opponent's back

- [B] - Light Attack
- [A] - Medium Attack
- [A] + [B] - Strong Attack
- [R] - Throw



When Opponent is on floor



- [B] - If near head or feet pulls opponent up, if near middle rolls them over.
- [A] - If near head, move on head, if near feet move on torso.
- [A] + [B] - Attack with ground moves
- [Select] - Taunt
- [R] - Drag opponent around ring

Whilst Running

- Using opposing direction on control pad will stop the wrestler.
- [B] - Weak Attack
- [A] - Strong Attack



Apart from these, each wrestler has his own special moves, including pinning techniques and signature moves. There are too many to even begin to list here, but to find out how to perform them, go to the edit menu, select the model for the wrestler you're using and press [A]. Then it's practice, practice, practice.

Strategies Fools Rush In

■ Right, so you've learned your moves. Now you need to know when to use them. The key to Fire Pro is not to rush in with big attacks continuously. Instead, it's often better to start with Medium or Weak moves to soften the other wrestler up before using your most powerful attacks when they're weakened. This is especially true when you're in trouble yourself. If you're on the ropes and taking a battering, it's unlikely a big counter attack will rescue you, especially in a weakened condition. Try and fight your way out with

lighter attacks and gain some space to catch your breath.



Timing is Everything

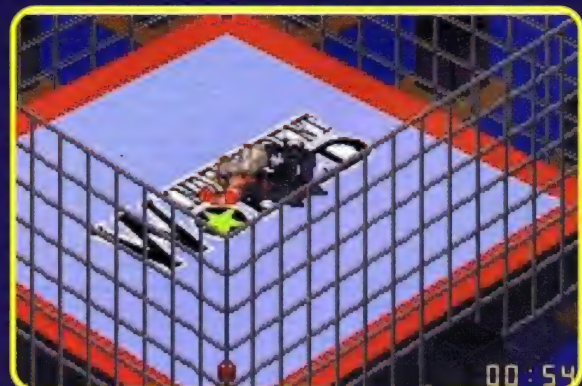
■ The crucial timing point is when the two wrestlers join and grapple. As this happens automatically as soon as they're close enough, be sure that you dictate the point at which you join, and be ready with your move - that means having your fingers on the relevant buttons and knowing exactly what you're going to do. As soon as you

link up, make your move. If timed correctly it comes off. If not, prepare to spend some time trapped under a big sweaty geezer. As with other wrestling games, if both of you get your timing right, it comes down to a test of strength. To triumph in this, hit Left and then Right as many times and as quickly as possible



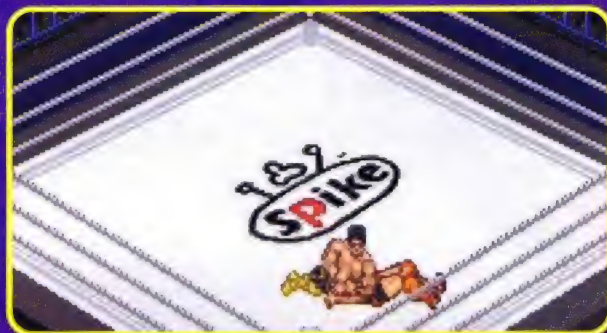
Deathmatch

■ We couldn't let you walk into this mode unprepared. Deathmatch Mode is exactly what it says it is - a deathmatch. To ensure that someone dies, the organisers have thoughtfully put an electrified fence round the ring, and wired it to some timed explosive charges. We doubt that even WWF would get away with this. One tip and one tip only - stay the hell away from that fence!



Showing Off

■ If you're going to show off, then make sure it comes off. One of the most common mistakes in this game is to climb the post and then miss your man completely, and in the world of Fire Pro, nothing looks more pathetic or is punished more unmercifully. Likewise, if your fighter is slow and cumbersome, don't try and get him scampering round the ring and up the ropes like a monkey, let him do what he's best at: squashing people.



Breathe Life Into Me...

■ Now here's a thing. A game in which you have to remember to breathe. This means retreating from the action every now and then, and using the breathe button as much as possible when not grappling. Regular breathing keeps your energy up and makes for a good healthy wrestler. Forgetting to breathe means, well, you should know what happens if you don't breathe.



It's All Too Much for Me...

■ If you've read this guide and you still can't see yourself getting anywhere, then frankly, we don't feel you are worthy of any more help. However, not wanting to be labelled as unhelpful or nasty, we should remind you that the computer has a difficulty level setting. Off you go then, set 'com level' to one (super-girly level), and if you can't win a game here, you might as well take up crotcheting.

Game Modes

■ From the initial menu you're offered a good variety of gameplay modes. Normal, Exhibition, Gruesome, Battle Royal, Survival and Multiplayer. If you want to have some real fun, head straight for the Audience Mode. This features different style modes, but all have the same aim. As in WWF, you must play to the crowd, keep the fight interesting, and emerge the victor. It differs from the Japanese-biased gameplay in that the

level of showmanship is rewarded and it is much more fun than straightforward matches. American wrestlers are available, but hidden under different unlicensed names, although a quick trip to the Edit menu can sort that out. If you're looking for The Rock, he goes under the unlikely name of The Salesman, whilst Stone Cold is the unassuming Steve Majors.

Where Audience Mode is of interest to us is in the number of hidden characters it allows you to unlock. Each style completed unlocks between ten and 20 more fighters for you to play with. Although each style has its own requirements, the general rule seems to be to taunt your victim until he goes mad, let him have some of the fight his own way to keep the crowd interested, beat him half to death and then finish him with a

spectacular signature move.

If you've got all that, then hopefully Fire Pro will become a little easier for you to master. As GBA games go, it is one of the trickier ones to perfect, but learn the basics thoroughly first, and sooner or later you will be a wrestler extraordinaire. Happy Grappling.



ON THE SHELVES



Our monthly round-up of almost every game on the Game Boy scene...

GAME BOY ADVANCE

A >

Advance Wars91%
A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.

Army Men Advance73%
A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.

B >

BackTrack82%
Limited in one-player, but in multiplayer mode it really comes into its own.

Batman Vengeance85%
Old-school action game with great graphics and diverse game modes. Well worth a look.

Bombberman Tournament92%
Superb return to 2D form for Bomberman. One of the greatest multiplayer games of all time, and a blast on the Advance.

Boxing Fever84%
Own-eye perspective fight game that plays really well. Cartoonish and humorous.

C >

Casper80%
Ghostly save-'em-up in the Sleepwalker mould. Great fun, but incredibly tough at times.

Castlevania: Circle of the Moon79%
As good as any Castlevania game, but fails to take the series forward.

ChuChu Rocket91%
Fantastic multiplayer rodent-catching puzzler which works well on your own too.

D >

Denki Blocks!92%
Astounding puzzler that emphasises brainpower rather than co-ordination. A true GBA classic and no mistake.

Dexter's Lab: Deesaster Strikes89%
Pseudo-3D action puzzler. Faithful to the cartoon and great lastability.

Disney's Atlantis: The Lost Empire48%
A great game engine, with gameplay as an afterthought. So workmanlike its jeans hang over its bum.

Driven90%
Thrilling Indy car-style game which follows the movie's plot far closer than you'd expect.

Donald Duck Adv@nce80%
Colourful platformer for the younger gamer. Fun to play, but undemanding.

Doom88%
A fine conversion of the PC hit, but overshadowed by the superior Ecks Vs Sever.

E >

Earthworm Jim70%
This whacked-out platformer from the SNES features some of the weirdest humour ever.

E >

Ecks Vs Sever95%
An amazing first-person blaster with stealth, action, sniping and more.

ESPN Final Round Golf66%
Fun for a while, but needs to decide whether it wants to be a serious sim or an arcadey knock-around.

ESPN X-Games Skateboarding66%
Bravely takes on the classic Tony Hawk's, but loses. Woeful Park Mode doesn't help.

European Super League30%
The Advance's woeful footy legacy continues with this terrible effort. Third Division.

F >

F-14 Tomcat82%
A flight sim on the GBA? Yes it is, and a good one too. Great link-up dogfighting mode adds to the longevity.

F-Zero: Maximum Velocity93%
Brilliant racing action, brought to life with superb opponent AI.

Final Fight One69%
This scrolling beat-'em-up is looking dated. Walk up to a baddie and belt him until he falls.

Fire Pro Wrestling82%
In its own right this is a very good wrestling sim, but it's let down by stealing too many ideas.

Fortress62%
A brave but misguided attempt to update the classic Tetris gameplay. Fun at first, but too repetitive.

G >

Gradius Advance92%
The ever-popular Gradius series debuts on the GBA with this all-original blaster.

GT Advance66%
A game of two halves. Brilliant depth and sense of progress, average racing.

GT Championship82%
An into-the-screen racer that shows what the GBA can do, but it's not the classic driver we're all waiting for.

H >

Harry Potter and the Philosopher's Stone90%
Superb arcade adventure which perfectly captures the spirit of Hogwarts' finest.

High Heat Major League Baseball 200287%
Fluid animation and a great learning curve make this one a surprise hit.

Hot Potato!83%
Scrolling puzzler where you match coloured potatoes to make them disappear. Works really well too.

I >

Inspector Gadget84%
A worthy cartoon platformer with lots of character and features. Good graphics too.

Iridion 3D37%
As a programmer's demo it shows what the Advance can do, but they forgot to put the game in.

International Karate Advanced87%
Beat-'em-up where three characters fight at once. Pity only one can be human...

International Superstar Soccer55%
A very disappointing footie sim. Its clumsy controls never feel quite right.

J >

Jurassic Park III: DNA Factor38%
Absolutely useless run-along with appalling graphics and animation, and gameplay that's extinct.

Jurassic Park III: Park Builder76%
Great strategy game in the Theme Park mould, but flaws like lack of scenario modes let it down.

K >

Kao the Kangaroo79%
A competent and well produced platformer, but it won't worry Mario or Wario.

Klonoa: Empire of Dreams82%
Puzzle-orientated platformer with incredible level design. It's huge too.

Konami Krazy Racers81%
This Mario Kart rip-off works well, but you need more than one copy to multiplayer.

Kuru Kuru Kururin91%
Terrifyingly tricky, but tantalisingly taxing, this pristine puzzler's a peach.

L >

Lady Sia88%
Cartoon platformer - nothing original, but executed with panache and flair. Great graphics and level design.



LEGO Bionide.....68%
LEGO's Jack-of-trades approach means Bionide is a master of none, but it's fun in its own right.

Lego Island 2: Brickster's Revenge.....70%
Kiddie RPG that's fun at first, but quickly becomes monotonous.

LEGO Racers 2.....79%
The game's RPG elements (yes, RPG elements) let it down. Mario Kart Super Circuit is still king.

Mario Advance.....90%
Not the blockbuster we hoped for, but still a great game in its own right.

Mario Kart Super Circuit.....93%
One of the greatest racers ever explodes onto the Advance. Mixes the best elements from Mario Kart on the SNES and on the N64.

Mech Platoon.....81%
The Advance's first real-time strategy game is polished, but imperfect. Very challenging.

MegaMan Battle Network.....89%
Looks great and plays really well. This action RPG is a return to form for MegaMan.

Men in Black: The Series.....38%
Awkward, tedious, insipid, dated - this platform blaster's a complete waste of money.

Midway's Greatest Arcade Hits.....40%
Defender, Joust, Robotron 2084, Sinistar. Four old classics isn't enough for £35.

Mr Driller 2.....58%
Fatally flawed coin-op conversion. Not enough here to justify the asking price.

MX 2002.....63%
The sound reminds you of vacuum cleaners, the tracks all look the same and the racing second rate.

Namco Museum.....50%
Retro compilations look good on paper, but who plays them for more than five minutes?

Pac-Man Collection.....69%
Four Pac-Man games on one cart. Historical notes wouldn't be nice.

Pinobee: Wings of Adventure.....56%
A mediocre platformer that tries, and fails, to be another Rayman.

Pitfall: The Mayan Adventure.....72%
Great graphics and animation, but ultimately this platformer is merely better than average.

Phalanx.....83%
Side-scrolling blaster from the old school. Only action junkies need apply.

Planet Monsters.....79%
A surprise hit in the office. Simple Pengo-inspired action, but great fun to play.

Powerpuff Girls: Mojo Jojo-a-Gogo.....46%
Not the greatest side-scrolling blaster, despite being faithful to the cartoon. Awkward and bland.

Prehistorik Man.....56%
No one minds really great SNES coming to the Advance, but why port this mediocre platformer?

Rampage Puzzle Attack.....80%
A fun puzzler which has nothing to do with the Rampage series whatsoever.

Rayman Advance.....94%
This is the best launch title on the Advance. A superb conversion of the PlayStation hit.

Ready 2 Rumble Boxing: Round 2.....23%
The Advance's lowest blow. Fist speed is stupidly slow and the perspective's awful.

Robot Wars Advanced Destruction.....25%
Woefully unplayable disaster you can complete in ten minutes flat. Don't buy it.

Rocket Power: The Dream Scheme.....72%
Solid if unoriginal platformer. Nothing outstanding, but perfectly playable.

Rugrats: Castle Capers.....51%
A very ordinary platformer. It's not a bad game, but it's very middle-of-the-road.

Scooby Doo and the Cyber Chase.....64%
Not so much bad as terminally mediocre. There are much better action adventures out there.

Snood.....59%
Fun to play, but there's very little to it. Not worth buying, unless you find it cheap.

Spider-Man: Mysterio's Menace.....87%
What it lacks in originality, it makes up for in style.

Spyro: Season of Ice.....78%
A strong pseudo-3D platformer let down by some silly flaws.

Steven Gerrard's Total Soccer 2002.....55%
Could've been a great old-style soccer sim, but let down by a stupid bug.

Super Bust-a-Move.....81%
Classic Bust-a-Move action, no more, no less. It's gagging for a four-player mode, though.

Super Dodge Ball Advance.....79%
The NES version was a cult classic, and while this doesn't quite live up to it, it's not a bad ball-flinger.

Super Street Fighter II Turbo Revival.....90%
The ultimate version of Street Fighter II. Spectacular conversion of the fighting game that made beat-'em-up history.

Tang Tang.....42%
Woeful puzzler with a control system that makes very little sense. Very weak effort.

Tetris Worlds.....70%
What's there's good, but with no battery back-up and no four-player action, it's not enough.

Tony Hawk's Pro Skater 2.....93%
Stunning visuals, precision controls, variety - It's got the lot! A real classic, and one of the best launch titles.

Tweety and the Magic Gems.....46%
Sub-games variable in quality, and boardgame theme bores.

Wario Land 4.....96%
Check the score. Fantastic platformer set in Mario's world. Exclusive to the Advance!

WWF: The Road to WrestleMania.....52%
Mediocre bone-bender with average graphics and not much wrasslin' action.

X-Men: Reign of Apocalypse.....30%
Disastrous scrolling fighter you can complete on your first attempt. Stick to the comics.



GAME BOY COLOR

PLATFORM GAMES

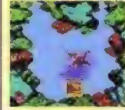


1 Super Mario Bros DX 98.



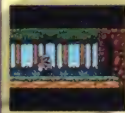
The greatest platformer ever to hit the Game Boy Color. Bar none.

2 Donkey Kong Country 98.



Amazing conversion of the SNES classic.

3 Wario Land III 94.



Sizzling platformer starring Mario's evil alter-ego.

4 Rayman 91.



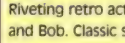
This colourful and cute offering looks as good as it plays. Which is very good.

5 Disney's Aladdin 91.



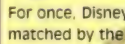
Fab Mega Drive conversion which proves Disney can design games after all.

6 Bubble Bobble Classic 90.



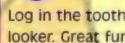
Riveting retro action with Bub and Bob. Classic stuff!

7 Disney's Tarzan 90.



For once, Disney's visuals are matched by the gameplay.

8 Prince of Persia 90.



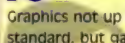
Log in the tooth, but still a looker. Great fun.

9 Jungle Book: Mowgli's Wild Adventure 90.



Beautiful graphics and animation meet top gameplay.

10 Wario Land II 90.



Graphics not up to Disney's standard, but game's great.

PUZZLE GAMES

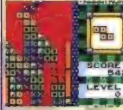


1 Denki Blocks! 90.



Cerebral smasher everybody should own.

2 Tetris DX 89.



Fantastic gameplay, but rropy graphics.

3 Pop N' Pop 89.



Looks and plays great, but Adventure Mode missing.

4 Klax 89.



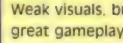
Pristine puzzler from the old school. Match those tiles.

5 Chessmaster, The 89.



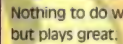
Great sim, but lack of modes lets it down.

6 Hello Kitty's Cube Frenzy 88.



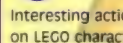
Weak visuals, but packed with great gameplay.

7 Pokémon Puzzle Challenge 87.



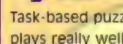
Nothing to do with Pokémon, but plays great.

8 LEGO Alpha Team 82.



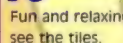
Interesting action puzzler based on LEGO characters.

9 Dizzy's Candy Quest 82.



Task-based puzzle opus that plays really well.

10 Shanghai Pocket 80.

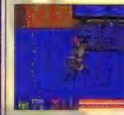


Fun and relaxing, but hard to see the tiles.

BEAT-'EM-UPS



1 Batman OTF: Return of the Joker 90.



Sizzling scrolling fighter. Easy but fun.

2 International Karate 2000 89.



Classic martial arts mayhem with heaps of humour.

3 Knockout Kings 89.



The Game Boy's champion boxing sim.

4 WWF Attitude 86.



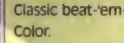
The best wrestler on the GB, but room for improvement.

5 Prince Naseem Boxing 85.



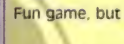
Heavy hitter starring The Prince.

6 Street Fighter Alpha 80.



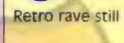
Classic beat-'em-up thrills on the Color.

7 Power Quest 80.



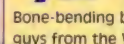
Fun game, but get IK 2000 first.

8 Karate Joe 80.



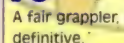
Retro rave still thrills - classy!

9 WWF Wrestlemania 2000 79.



Bone-bending bonanza with the guys from the WWF.

10 WCW Mayhem 76.



A fair grappler, but in no way definitive.

COMPILATIONS



1 Game and Watch Gallery 3 90.



LCD marvels with improved graphics.

2 Joust/Defender 88.



Twin pack featuring two classic coin-ops.

3 Game and Watch Gallery 2 88.



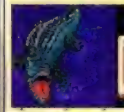
More LCD marvels with improved graphics.

4 Konami Classics Vol. 2 80.



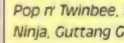
Parodius, Block Game, Track & Field, Frogger.

5 Déjà Vu I & II 80.



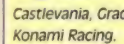
Two NES detective graphic adventures.

6 Konami Classics Vol. 3 75.



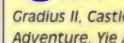
Pop n' Twinbee, Bikers, Mystical Ninja, Guttang Gottang.

7 Konami Classics Vol. 1 73.



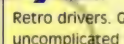
Castlevania, Gradius, Probotector, Konami Racing.

8 Konami Classics Vol. 4 70.



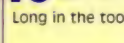
Gradius II, Castlevania II, Artic Adventure, Yie Ar Kung Fu.

9 Moon Patrol/Spy Hunter 70.



Retro drivers. Good, uncomplicated fun.

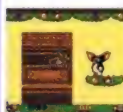
10 Battlezone/Breakout 70.



Long in the tooth, but still ace.

UP TO THE MINUTE!
LAST ISSUE'S GAME BOY COLOR GAMES RATED...

Gremlins: Unleashed 69.



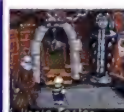
Too derivative to be a classic, but very good graphically.

Kirirou 65.



Fun platformer based on an obscure French film.

New Addams Family, The 61.



Ambitious graphic adventure that's a little too linear.

RPGs



1 Zelda: Link's Awakening DX 96



Is this the greatest GBC game ever?

2 Pokémon Yellow 96



Gotta catch 'em all! Special version of Blue/Red.

3 Daikatana 93



Real-time RPG in the Zelda mould.

4 Zelda: Oracle of Seasons/Ages 91



Two games which link together. Fantastic!

5 Harvest Moon 2 91



RPG based on farming? Surprisingly good.

6 Pokémon Red/Blue 91

The games that started the craze.

7 Dragon Warrior Monsters 91

Pokémon-style RPG which drops the cute angle.

8 Pokémon Gold/Silver 90

Makes advances over Red/Blue, but still very similar.

9 Revelations: The Demon Slayer 90

One of the GBC's best pure role-players.

10 Heroes of Might and Magic 87

Ambitious PC port. Works well despite small sprites.

DRIVING GAMES



1 TOCA 96



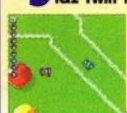
Solid GT-class driver – tough but fair.

2 Micro Machines V3 93



Spectacular racer featuring tiny vehicles.

3 Micro Machines 1&2 Twin Turbo 90



Race mini motors over desks, dinner tables and more.

4 Dukes of Hazard: Racing for Home 90



Really cool mission-based action driver.

5 F1 Championship Season 2000 89



The best (and only decent) F1 sim on the Color.

6 Wacky Races 89

One of the few into-the screen racers that really works.

7 Driver 88

Top-down getaway game. You play a cop.

8 Top Gear Rally 2 87

Fast, slick, action-packed – a great driver.

9 Star Wars Ep 1: Racer 86

Ultra-fast racing and a well balanced learning curve.

10 Jeremy McGrath Supercross 2000 85

Lousy colour scheme, but a great racer.

SPORTS SIMS



1 Mario Golf 96



Puts the fun back into golf. Links with the N64 game.

2 Mario Tennis 94



Tennis with character development and N64 compatibility.

3 Road Champs 93



BMX stunt outing with great controls.

4 Dave Mirra Freestyle BMX 93



Looks good, plays well, feels right – stunt perfection!

5 O'Leary Manager 2000 92



Arcade and management elements perfectly fused.

6 Carl Lewis Athletics 91

The ultimate multi-event athletics game.

7 Pocket Soccer 90

American-style five-a-side soccer sim.

8 David O'Leary Total Soccer 88

Great footie game licensed from Leeds manager.

9 Pro Pool 85

Top baize-basher with good ball physics.

10 Zidane Football Generations 78

Good overall, but stupid flaws hold it back.

SHOOT-EM-UPS



1 Cannon Fodder 97



Fabulous strategy shooter from the Amiga. Fantastic!

2 R-Type DX 97



An excellent package featuring several R-Type games.

3 Perfect Dark 93



Tricky, but rewarding. A sumptuous game.

4 Worms Armageddon 91



Hilarious turn-based combat using guns, bombs and sheep.

5 1942 85



Classy coin-op conversion oozes charm and appeal.

6 Top Gun 83

Desert Strike-inspired plane blaster. Not easy!

7 Dropzone 83

Retro rave from the grave. Fast and furious.

8 Army Men 2 82

The plastic soldiers' best effort on the GBC.

9 Space Invasion 80

The best interpretation of Space Invaders on the Color.

10 Asteroids 80

Classic retro thriller brought right up to date.

ACTION GAMES



1 Tomb Raider 97



Lara's just as loveable on the small screen.

2 Metal Gear Solid 95



Stealth combat loses nothing on the Color.

3 Resident Evil Gaiden 92



Blood-thirsty adventure. Huge, exciting, unmissable...

4 Tomb Raider: Curse of the Sword 90



Game Boy-exclusive storyline in this great game.

5 Castlevania Legends 88



You can't go far wrong with Castlevania...

6 Winnie the Pooh: ...100 Acre Woods 85

It's for the kids, but fun nonetheless.

7 Chicken Run 83

Feather Gear Solid? Make that stealthy escape...

8 Alone in the Dark: TNN 81

Some of the best graphics ever, and perplexing puzzles.

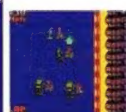
9 Mission: Impossible 80

Great game, but visuals only workmanlike.

10 Power Rangers: Time Force 80

A bit of everything. There are better games, but this one holds its own just fine.

NY Race 79



Interesting but ugly driver. Worth a look if you see it cheap.

Resident Evil Gaiden 92



Blood-thirsty adventure. Huge, exciting, unmissable...

Scrabble 80



Great interpretation of the boardgame, if a little slow.

Snowcross 72



Nice physics, but very little else.

Tweenies: Doodle's Bones 45



Flat kiddie game that will only appeal to die-hard Tweenies fans.

FALL OUT!

What's going on in next month's GBX?

MONSTERS, INC

We promised both the Color and Advance games would be in this month's mag, but they weren't quite ready. They'll definitely be in next issue. Honest!



ISSUE EIGHT ON SALE: 6th February, 2002

PUYO PUYO

Remember Dr Robotnik's Mean Bean Machine? Well, the Advance version of this sizzling puzzler is on its way...



CRASH BANDICOOT X/S



It's time for the orange rodent to make his way onto the handheld, but is his game as good as it looks? Can't wait to find out...



MORTAL KOMBAT ADVANCE

The blood-spattered beat-'em-up comes to the advance, but can it still thrill? We find out...



CRUIS'N VELOCITY

The series as a whole has had mixed reviews, but has it finally found its natural home on the Advance?



PLUS...

Columns Crown, The Mask, Extreme Ghostbusters, Donkey Kong Coconut Crackers, Diddy Kong Pilot, Smuggler's Run, Thunderbirds Advance, Caesar's Palace, Breath of Fire II and more!



Editor
Ian Osborne
ian.osborne@thinicmedia.co.uk

Contributors
Simon Brew
John Hagerty
Oliver Lan
Jamie Wilks
Jodie Miller

Art Editor
Debbie Vossler

Designer
Tracy Pugh

Graphic Artists
Julie Cooper
Kerry Horton
Morgane LeQuerre

Photography
Stuart Hingley

Production Co-ordinator
Andrea Gannon

Video Editor
Mark Hartopp

Publisher & Overseas Licensing
Grant Hughes
grant.hughes@thinicmedia.co.uk

Subscriptions & Back Issues
0845 6010015 (calls charged at 'lo-call' rate)

Advertising Executive
Mark Doody
Direct line: 01785 810836
Fax: 01785 810840
mark.doody@thinicmedia.co.uk

Sakura Artwork
Larry Bundy

Published by
Thin Ice Media
Beacon Place
Opal Way
Stone
Staffordshire
ST15 0SS
Tel: 01785 810800
Fax: 01785 810820

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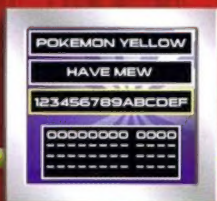
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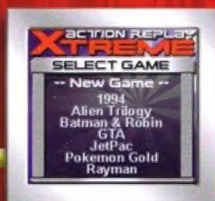
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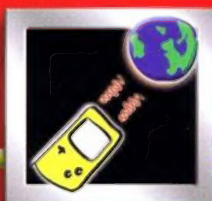
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* example cheat only - please note that game save cheats will vary depending on the individual game